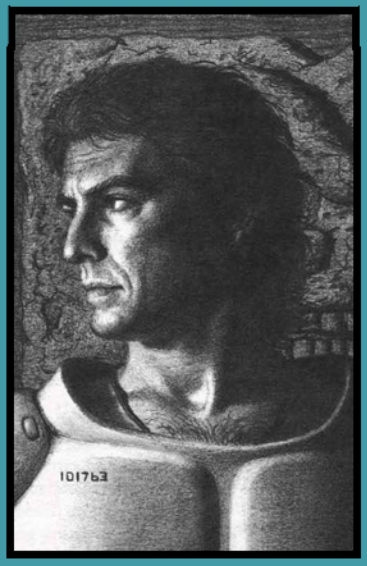
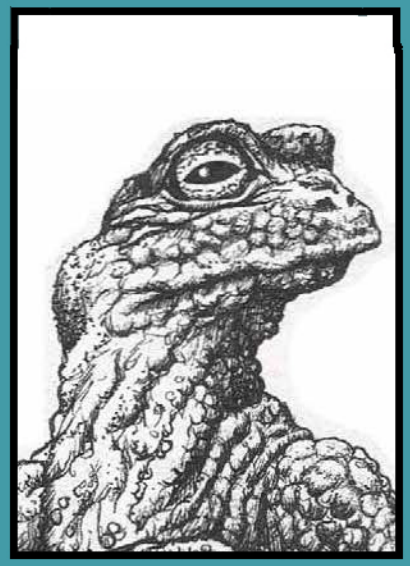
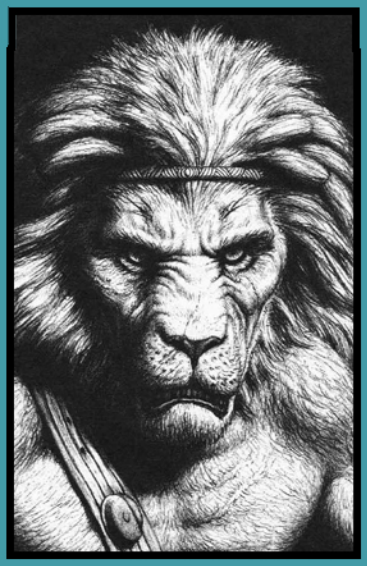
ORFA: JORUNE

ONE ROLL FITS ALL







MINIMALIST ROLE PLAYING GAME SYSTEM

ORFA
ONE ROLL FITS ALL

RETURN TO JORUNE

Leave Your World Behind, Again.

Open Source RPG System

by Joseph Kessler Adams

Thanks for the Comments, and playtest of ORFA feedback from: Richard L. Eide, Janice Sellers, Chris Williams, Lloyd Wiebe, Nadine Miller, Shawn Smith, Fred Langen, Harold Ogle, David Chervanik, Brian Wolf, Steven Devaney, Jerry Hamlet, James West, John Fiala, Tamantha Koonze-Fiala, Susan Smith, Eileen Gormley, Corbett Kirkley, and all the players from DunDraCon, GenCon, KublaCon, and GengisCon conventions. Special thanks to Paul Pinkosh and Dominic Sandrine for their help.

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The Basic ORFA Mechanic

1. Stat(s) + Skill(s) + All Modifiers = **TARGET NUMBER**
2. **ROLL** 1d20 Result is Equal-to or Less-than Target Number for success
3. Difference between Roll and Target Number = **QUALITY OF SUCCESS**

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Preface

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ORFA is the result of ten years experimenting with different groups and game mechanics. It owes everything to the pioneers of "kitchen table game publishers" and the smaller publishing houses who laid the foundation for the universes many of us came to love. Specifically, ORFA's lineage includes systems like HERO, GURPS, BRPS, FUZION, FENG SHUI, STORYTELLER, and several dozen home and convention variants of those rules.

I prefer minimalist systems. Of the published games, *Over The Edge* appealed to me the most. Great for solving confrontations or problems during the narrative, but not great for damage and killing characters doing stupid things. But minimalist int he sense there was hardly any system getting in the way of players as they ran through the alleys of Al Amarja.

The problem was getting a group willing to play the in one system. There were those for whom only *Dungeons and Dragons Revised Second Edition* could be used for a game! The Acolytes of the Holy THAC0. Third Edition was sacrilege. There were those for whom only *HERO System* was reasonable. And I played many fun *HERO* sessions, but that was because of the game, not the rules. Rules fanatics wet themselves over the details of *Rolemaster*, with endless books of Law (*Claw Law, Weapons Law, Spell Law*, and on and on), with endless tables and modifiers. No narrative need apply. Rules Lawyers ruled. Generic systems, like *G.U.R.P.S.* offered possibilities but the four-stat game didn't quite offer what was needed, and the point based rules lawyer aspects moved too close to *Rolemaster* for our considerations.

For some players, only 3d6 could be rolled and other people were equally devoted to d20 only. Or percentile (d100). Or the whole damn bag of dice every gamer hauled with them to every convention or home session.

The fight over system had to be solved before we could generate characters, and more than one group dissolved because people could not agree and would rather leave than compromise.

I just wanted to play.

As a reaction to the nonsense I came up with a satire of gaming systems called *P.L.U.S. Players Level Utility System*, a silly name for an equally silly mechanic) was the first free-online, PDF published RPG system. Other people had done maze games and other PDF based games, but I checked with everyone I could contact and they confirmed that *P.L.U.S. 1.0* was the *first*. Really. In fact, *P.L.U.S. 1.0* was published in both PDF and CommonGround formats - PDF had not yet become the winner of the cross-platform wars and a Canadian company made a serious run to steal the title from Adobe.

The mechanic of *P.L.U.S.* was to roll *d6s* and roll as many as they could justify. My groups also played with dice other than *d6s*. We used the same mechanic with *d8* or *d12*. Just for fun—and it was fun.

The mechanic was based on justification. The Player had a character concept, which ruled over everything. From that concept he/she developed backgrounds with reasonable access to certain abilities.

The concept was everything. If the Player Character's mother was Coptic, he/she might speak Egyptian Arabic with *1d6* and another *1d6* know about the Coptic Church. If she was a trader, the Character might have picked up 1d6 in her bartering skills. If the Character's father was an Ecuadorian car mechanic, they could pick up *1d6* in Castellano Spanish, and add *1d6* for hot-wiring a 1956 Ford Nomad. If the Character grew up in a rural setting, they had reasonable exposure to animal, crop, and nature lores. If the Character grew up in the big city, it was reasonable that they had access 1d6 in Information Search, libraries, gossip, or Getting Around in that particular big city.

The Player rolled as many d6 as applied to the current situation. *4d6* to *7d6* was normal, but we had one guy who roll up to *20d6* in certain combat situations. He suggested we call the system "Thunder" for the thunder of all the dice.

We balanced that design with "TrashDice." If the Player rolled a 1, that 1 was trash and could not be counted, nor rerolled. With one exception. If they rolled doubles (or triples, or quads, or similar) they re-rolled those dice and add them to their total. We didn't put a cap on it, but if we bring the system back to market, it will have a limit.

We played *P.L.U.S.* in all kinds of settings. We played *Traveller* (the First edition), *Space 1889, Skyrealms of Jorune,* post apocalyptic, super heroes, the wild west, and various fantasy worlds. it was fun. If we bring the game back to market we would call this new game *More!* Everybody wants *More!*

There was a level of difficulty to be met. If their target number was 14 and they rolled 45, they had really good results. If they had a target number of 12 but rolled 4 they would have scars to talk about - after the healed.

O.R.F.A. (One Roll Fits All) was a reaction to the need to avoid roll after roll required by different systems to deal with what the armor did, or did not, protect, the hit location, the measure of something that bogged games down into rolls and charts that did nothing but stop game play.

O.R.F.A. incorporates features of gaming systems we like. The Stat plus Skill feature made sense based on the idea they needed both Nature (Stat) and Nurture (Skill) to be good at something.

And we wanted speed. Speed for combat above all.

Within the experience of a few rounds of combat, players were able to do combat quickly. We got almost to combat in in real time.

With 1d20 roll, they got their results immediately, the Quality of Success was almost unneeded, but we liked that the gap between the roll and the Target Number gave more to the speed. Weapon Factors made it more realistic because a moderate success with a 9mm does much more damage than a fist.

We wanted flexibility — the final determination of what applied needed to allow for situations where more than one skill applied to the conflict in front of the player. That flexibility required the ability to do adjustments to suit the setting. For several years in California and Colorado we played games in *P.L.U.S.* and *O.R.F.A.* to refine the rules to suit gaming sessions. Slowly *P.L.U.S.* faded away and *O.R.F.A.* became the preferred system.

A part of the flexibility was in the creation of the Stats. The fifth Stat became a wild card to be defined according to the setting.

We played many settings with the basic *O.R.F.A.* We played in the Wild West (with no Special Effect), *Skyrealms of Jorune*™ (where the Special Effect was *"Isho"*), Science Fiction (different flavors with a Special Effect of *"Force"* for Star Wars, "Super Science" Special Effect, and no Special Effect for others) and Pulp (one of my real favorites, with the Special Effect *"Weird"*).

The Jorune Problem

The generic problem of getting players to agree on a system for a regular game was compounded with Jorune.

The Skyrealms of Jorune Second Edition, the fan-favorite boxed set with three guides, an adventure, four page character sheets, and beautiful artwork by game co-creator Miles Teves, and boxed game packaging designed by Andrew Leker's sister, Amy Leker.

It also came with two gaming systems — not in the same box, but a d100 system was in the original release, which was then corrected with two errata editions and the second errata arrived with a d20 system.

To make problems worse, the Third Edition arrived without instructions on generating a character or any hit points for the fantastic menagerie on the new planet. Within the first thirty days a single sheet was included in the core rule book that showed how to generate three human variants and three of the Iscin Race variants as player characters. People misremember those details and claim the Third Edition was perfectly playable"as published."

My gaming group had about 45 years combined in gaming experience and then the Players could not make heads or tails of the published systems and custom systemettes, I did not feel so bad.

Everyone I knew was working on a favorite version of Jorune and trying to talk everyone else in to converting to their one-true-system, which is exactly had had destroyed many gaming groups over the previous years.

All of the previously mentioned systems were contorted to accommodate the bizarre relationship of Isho to the various intelligent races, and the seven schools of Isho (Lih-al), the 1,600 word vocabulary from nine different languages, bizarre dietary requirements for anyone related the original Earth colony. A reduced glossary is provided with this document.

P.L.U.S. was written so that a couple of brand new recruits to gaming, with no previous bias for a gaming system and no familiarity with Jorune. They sat down, read the rules, and were able to generate workable Isho users their first crack out of the box.

GURPS, BIG EYES, SMALL MOUTH, many other systems provided models for minimal Stats. FUZION Jorune worked well with CHARACTERISTIC + Skill mechanics most of the people in our groups felt were beneficial to the game worlds we normally entered.

And I retained my bias for the simple concept design of Over the Edge.

Given time, we developed this more personally satisfying gaming system that suited us. ORFA = One Roll Fits All.

ORFA is released under *Creative Commons* "Share Alike" license. This means you have permission to use the rules, to make changes as you see fit for their game setting, and to share that result with others. You do not have the right to mask the source or claim you created what you did not create.

You have permission to use this to create a product you *sell*. I ask that you send me a copy of whatever you create using my work.

If it would help your project to use a Word document, I'm open to that.

They can reach me at: *return2jorune@gmail.com.*

Joseph Kessler Adams
Raleigh, NC
May, 2019

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In the **Return to Jorune Project** a number of suggestions for scenarios were published, with and without suggested characters in any of the plethora of available systems. Rather than enter into the horrific war of the true believers that is gaming system conversion, We decided to make a simple system that had points of our favorite systems with a few tweaks to make adjustment for playing the Skyrealms of Jorune™ game-world.

ORFA (which for One Roll Fits All) assumes the Player has been exposed to Role Playing Games and exposed to Skyrealms of Jorune.. Comparatively little time will be taken to explain those concepts.

The goal of ORFA is to determine the results of an attempt to achieve of goal or in an opposed action with the damage, or other effect, from a single roll of 1d20 in a Game-Master (Sholari) moderated scenario. This is attempt may involve Combat, but includes the attempt to deduce, perceive, or a non-Combat task.

ORFA: Jorune is to invite people into the world to share the fun discovered by thousands of Jorunis spread thinly across the world.Maybe this simple, compromise system will encourage new groups to give the World of Seven Moons a try.

Additional ORFA rule sets will be released for game settings we find particularly fun. And in ORFA Rule #1 is #1 for a reason.

Have fun.

The ORFA Mechanic

The Player totals the applicable Characteristic, the applicable Skill, and applies the Modifiers determined during generation or determined by the Sholari to create a ***Target Number***.

One twenty-sided die (1d20) is rolled. The number rolled is the Result.

If the Result is higher than the Target Number, the Character has failed.

If the Result is equal to the Target Number, the Character has succeeded in countering the opponent or accomplished the task, but not anything dramatic.

If the Result is lower than the Target Number, the difference between the Target Number and the Result is the Quality of Success is determined. The Quality of Success determines the effect, which may mean Damage to the opponent.

The Basics of Role Playing

A Role Playing Game (RPG) means a) the whole arena of adopting the role of a character in a fictional narrative. It is now used almost exclusively in computer games (formerly called CRPG) but it began with live sessions involving face-to-face get togethers with players, pencils, paper, dice, snacks and live fun.

A “Game” is a session where the team gathers for a session of “make believe” - the Player decides on the actions of a character, and dice are rolled to decide success or failure of their attempts at those actions. At the end of the session Players have personal viewpoints on the narrative of the scenario they experienced, with whatever resolution they achieved.

A Role Playing Campaign is a series of many meetings of the game group with essentially the same players under the guidance of the Game-Master, called a Sholari, to create a long story arc. In the old days the same team wold meet for years and run through many campaigns together.

The Sholari runs many Non-Player Characters, who interact with the Player’s Characters (PCs), creatures as part of setting the scene the Characters to enter. It is all improvised on the fly using the preparation of the Sholari with the imaginative improvisation of the Players.

Players enter a scene, the Sholari describes what they see, hear, smell, etc., and at a decision point the Sholari asks “What do they do?”

The Players respond as the characters they have created. It is first-person dialogue to accomplish some task. “I look under the cushion.” “I go through the drawers.” “I hit him with my club.”

If the success or failure of a scene does not involve random factors that could damage the Character or change the direction of the narrative, the Sholari and Player decide the result without rolling dice. If the success or failure of what the Player wants to so can change the narrative, involves Combat (with an NPC, a creature, or another Player Character) the result is achieved by rolling dice to get

a number lower than the Sholari imposed "Difficulty." That is the Result, (with a capital R).

The key is whether or not the Result changes the direction of the narrative.

In ORFA a Success by more than one below the Sholari imposed Difficulty gives a Quality of Success which provide the effect, including damage. If a weapon is involved, the weapon will have a factor that increases the damage. A 9mm bullet fired from a 9mm gun does more damage than a tossed teapot.

A long narrative, with many scenes involving combat and problem solving, and humor, is an improvised Novel. Some campaigns are Epics. Some groups have many long narratives that become a whole series they feel are on part with many great fiction series.

The players try to meet an objective involving problem solving, combat with opponents or obstacles, and gathering the elements that lead to the successful conclusion of the adventure.

A shorter version, involving just one or two meetings of a group to solve a single scene, would be similar improvising to short story.

Improvisation is making up responses and actions in the situation of the setting and story as presented by the Game-Master (or Sholari)

The Basics of Jorune

Jorune is a world colonized by humans from Earth. Shortly after the planet was colonized, all contact with Earth was lost and the Colonials fought to control the planet, which was opposed by the natives and resident aliens.

Human technology and the native mystic energy "Isho" interacted in ways that almost wiped out all intelligent races on the planet.

The game begins almost 3,600 years after that catastrophe, called "Shyee" - the Dying Time - by the natives.

ORFA: - Isho

Many games use Special Effects, such as Magic or some other reality for the Characters to function. The Special Effect in ORFA: JORUNE is "Isho." Isho is explained in the game texts and has been opened for more player races, including Humans, in ORFA.

Isho is he mystic fluid energy that permeates the life forms and crystalline structure the planet. Many races are able to perceive and manipulate Isho.

"Dyshas" are the primary manifestation of Isho use by the permitted the native NPCs (the Shantha) Player Race, the Muadra. Other races have varying affinity to Isho but their ability to manipulation Isho is restricted and/or inhibited. Dyshas involve weaving the seven colors of Isho to achieve an effect such as blasting with a fire bolt, levitating an object, or healing a wound.

Isho-users must do additional bookkeeping to track their Lih-al (Color), Dyshas, Isho Skills, Isho Modifiers, or the way access to Isho Skills limited to their Character's race.

Read the Isho section for details for Sholari and Players on the world of a lost Earth colony, 3,500 years in our future.The Basics of ORFA

The Basic ORFA Mechanic

- Stat(s) + Skill(s) + All Modifiers = TARGET NUMBER
- ROLL 1d20 Result is Equal-to or Less-than Target Number for success
- Difference between Roll and Target Number = QUALITY OF SUCCESS

If a weapon was involved, a "Factor" for that weapon is applied to Quality of Success to increase damage.

Rule #1 - Have Fun!

It all comes down to willingness on the part of the player and the Sholari to create a fun experience for gaming. It can get complex, but still be fun. They can decide *"that's enough!"* and stop adding modifications. If they're having fun, *do it!* If it isn't fun, *throw it out!*

Rule #2 - The Sholari Rules

The Sholari gets the final say. Yes. No. Applies. Doesn't Apply. Up. Down. That's why they are called the "Sholari" - The Master Teacher.

Objective: Roll Low

Roll for Success. Success is when they roll their Target Number or less. Rolling low increases the effect or damage through the "Quality of Success."

Or Avoid Rolling

They don't have to roll dice all the time. It can be better to decide what happens by logic and agreement. Their Sholari has the final word on what works and what doesn't work. If the player and Sholari cannot agree, a roll may be necessary. if there is a chance of failure that will affect the progress of the story, then a roll is required.

Quality of Success

The difference between their roll and the Target number. That differences is called the "Quality of Success" and determines damage or other effect.

Quality of Success is the effect of the success. Simply rolling the Target Number means they stopped the opponent, but barely worth mentioning. In opposed rolls, if both simply roll their Target Number, they countered each other. In an Opposed Roll it is possible both Characters will succeed in their rolls. Rarely, two Characters will both succeed and two Qualities of Success will be factored into the narration of what happened. Both hit, but how well and how does that play out? (That is the basic problem problem for the Sholari - improv the narration of what happened as shown in the die rolls.)

In one game the Quality of Success for one Player's Character was so great, all I could do as the Sholari could do was ask, "What do they want to do to this poor sucker?"

If they are not in combat, their Quality of Success simply says how well they succeeded from "barely" (equalling the Target Number is Barely Succeeding) to Epic.

Damage may be modified by the weapon they are using with that weapon's "Factor." That comes after their Successful Roll with a task. That is detailed later in this document.

Finally, if the exact target of a task is not agreed upon in advance, a random hit location requires an additional roll, provided as an option at the end of this document.

Build A Target Number

The basic mechanic is build a Target Number for their character to role against to succeed.

Begin with the Derived Skill

They begin with a Derived Skill that applies. See if this is one of the rare situations where the Sholari might allow a roll with just a Stat (no Derived Skill applies).

If there is no Derived Skill the Sholari *may* permit a roll on the unmodified Stat. (Rule #2)

Add Benefits

Add anything that would come from their Concept, Background, Race, Language or Culture(s) as a Modifier. Rule #2 applies.

Add Named Skills

Add any applicable Derived Skills, or other Skills to their Target Number. In rare circumstances more than one Named Skill could apply to a roll. (Rule #2 Applies.)

Add All Modifiers

Modifiers might be from Race, Culture, previous experiences, or something from their most recent game scene that would affect into their ability to do the task in front of they (such as an injury).

Ask if they can Add any other item on their character sheet that might apply to this specific roll.

Roll the Dice

Roll 1d20 and see if they succeed (roll their Target Number or less).

Repeating Target Numbers

Generating a target Number may seem complex the first few times, but with experience they can use repeating Target Numbers

between scenes. Similar situations require the same Target Number from the same bits that go into creating one. It gets easier.

With experience, Players get to the point where RPG Combat runs almost as quickly in the game as it does in the real world.

Exceptions

If no Derived Skill applies, they *may* be allowed to start their Target Number with just an applicable Stat (Rule #2 applies). This would be something they *might* be able to achieve even with *no* skill and *no* exposure, training, or *no* practice for what they want to do,. Their Sholari may allow they to try.

In very rare instances, more than one Skill will play into building a Target Number into a task.(Rule #2 applies.)

Players make sure they have used *all* allowed Stats and Skills with all of their Modifiers to come up with their Target Number:

- Derived Skills with Modifiers
- Concept Background, Language or Culture
- Stat with Modifiers
- Named Skills with Modifiers
- Any other Sholari determined modifier

Always — Rule #2 applies!

Difficulty

The Sholari announces the Difficulty of the task the Character or the Player is facing in each scene, or each round within a scene.

Basic	*Difficulty Suggestion*
17	Easy Peasy
14	I Might Break a Sweat
11	Stand Back. Give Me Some Room
8	Damn. This is Serious.
5	With Prayer and Living Right
2	Epic Success required

Feel free to devise your own scale of difficulties.

The Roll and The Result

Roll 1d20. The total of that roll is their Result.

A Result over their Target Number means they failed. The Sholari may decide *how badly* they failed, but they failed.

A Result that is equal to their Target Number means they stopped the opposing action, but just barely.

A result of 1 point or more under the Target Number can give the degree of their win on that roll, using the "Quality of Success."

A Natural "1"

Result of 1, not matter what their starting Stat or final Target Number, gives they a special, benefit from the Result of the Roll. (The Sholari doesn't get to say that didn't happen. Natural 1 trumps Rule #2.)

A Tragic "20"

A Result of 20, no matter what modified the target Number may be, is just Tragic. Something bad happens, no matter what else may be reflected in the circumstances.

So sad.

Factors

"Factors" are values assigned to certain weapons to increase its effective damage after a successful roll.

They divide the Quality of Success by the factor and add the whole result to Damage. Any remainders are discarded.

The smaller the factor, the greater the result or Damage that comes from making a successful roll.

The lower the Factor, the more powerful the weapon

It is possible to have a weapon with a factor of .5, meaning for every point of damage the damage is *tripled*. (1 point of Quality of Success times .5 equals 2 points of Factor damage)Fortunately that doesn't happen often.

Round down the Factor adjustment - this is a "number set." and they need a whole number to the effect the damage inflicted.

For example, the Quality of Success is 12 using a Factor 3 weapon. 12/3=4. They do 16 points of damage instead of 12. But if their Quality of Success is 12 using a Factor 5 weapon. 12/5=2. They do 14 points of damage instead of 12.

ORFA: Jorune Generation

The goal in ORFA is to create a character who is “danger-worthy” and who’s life the Player would like to live. it is usually better to have a variety of skills to draw on, but sometimes they just want to play a “one trick pony” (who does that trick real well).

Unless the Player has a concept for a character with a major challenge in being a character able to stand up in a high wind, we suggest they build someone fit, reasonably knowledgable about the world, and able to hold his or he own in a scuffle.

The Team

The game group usually is a team of people who come together (or are forced together) to deal with the situation established in the Game-Master’s world and scenario.

Individual players may have interesting concept that plays into the different “people” created to be in the game team.

Some Sholaris let Players generate characters before the first game, but we recommend Group Creation.

Group Creation

The purpose of the game is to succeed at solving a problem, finding the treasure, saving the victim, rescuing the lost, or however the Sholari has set up the scenario.

Each member the group creates their characters at home and bring them in to the gaming session. With a group of experienced gamers, this works.

"Getting the group together” in character, at the beginning of the first session of a campaign, is usually the most painful part of gaming, and the worst for new players (remember what it was like to play with their first group?). Group Creation avoids the pitfalls of that process.

For new players, or players going into one of their first characters or group, generating characters as a group is recommended. Each individual characters needs to be a) “danger worthy” and b) do not have members actively working against each other.

Character Concept: Jorune

Concept is everything for ORFA. They get Benefits to add levels to a roll that may draw from those life experiences. During game play they will discover an aspect of their Concept that affects their

With Jorune they have more elements to consider with their character concept: Race and Isho. (See “ORFA Jorune Races”) Unlike familiar games on a very Earth-like world, with Jorune they deal with characters like:

NATIVE

Shantha

EARTH COLONIAL DESCENDANTS

Humans

MUTATION OF EARTH STOCK

Muadra	Boccord	Salu
Acubon	Trarch	

GENETICALLY MANIPULATED EARTH GENES/STOCK

Blount	Bronth	Crugar
Cygra	Tologra	Woffen

ALIEN - NON-NATIVE

Cleash	Corastin	Croid
Ramian	Scarmis	Thriddle

ALIEN - MUTATION OF ALIEN STOCK

Thivin

Jorune has a wide variety of cultures, tech levels, and a very cosmopolitan mix of settings from isolated/primitive to transplanted into a location dominated by a race alien to their own with a wide variety of reactions to their race by the dominant population.

The Player defines define his or her background, their parents (or their replacements) and their occupation(s), the culture and home language, and its code of conduct with knowledge of that race's culture (or subculture), method of communication, courtesies, expected skills and behavior.

Any part of these might provide a "thing" to become a Modifier in building their Target Number to deal with what problem faces they at any moment in the game. (Rule #2 applies.)

Concept is more important than points. Spend some time with it.

Characteristics and Stats

A **Characteristic** is the name of the area of natural ability, sometimes said to be Genetics, or Nature, or "what they were born with." These are natural capacities. The Character's genetic heritage. their nature — "What they were born with."

In ORFA the Characteristics are

Physical

Mental

Social

Combat

Isho

A **Stat** is the number showing the level of that Characteristic.

Each Characteristic begins with a base Stat of 1 (free - before they start adding points), even Isho for a race that has no ability to manipulate Isho.

A Player has twenty-nine (27) points for initial Generation. These points are distributed between the Five (or Four) Characteristics.

No Stat can be lower than the 1 base score, nor above level of 8, for a start of the game.

Derived Skills

There are certain abilities common to any Player Character alive and functional in the Sholari's world. These involve the normal actions the Character can be expected to attempt. These are the basic skills based on Characteristic Stats, or "what they were born with."

Feat (of Strength)	=	Strength + Strength
Reflexes	=	Strength + Combat
Maneuver	=	Strength +Mental
Dexterity	=	Strength + Spirit
Fight	=	Combat + Combat
Perceive	=	Combat + Mental
First Aid	=	Combat + Spirit
Learn	=	Mental + Mental
Will	=	Mental + Spirit
Intuition	=	Spirit + Spirit

Isho Derived Skills

These must be defined by the Sholari prior to the start of the game. They are not required to provide five Special Effect skills. They can also create several Named Skills draw from the Special Effect.

Interfere	=	Calculate as :Strength + Isho
Redirect	=	Calculate as :Combat + Isho
Deflect	=	Calculate as :Mental + Isho
Signature	=	Calculate as :Spirit + Isho
Dysha	=	Calculate as :Isho + Isho

Benefits

As a result of their Concept, they may get+1 for each of the following aspects of their background. These will add to the Target Number when their task is related to the area of ability apply. They cannot be traded or any other points.

If their Concept says the character was not raised by mother and father, it would be said their skill comes from whoever was around when they were in those stages of their life.

Any of the matching Characteristics can be changed. (Rule #2 applies.)

From the Player's Character Concept the Benefits are:

+1 mother's Language (MENTAL)

+1 father's Language. (MENTAL)

+1 mother's Culture (SOCIAL)

+1 father's Culture (with SOCIAL)

+1 mother's Occupation (Sholari Determined)

+1 father's Occupation (Sholari Determined)

+1 dominant feature of home (Player's choice)

+1 dominant Language of home* (MENTAL)

+1 dominant activity of their youth (Player's choice)**

**The language of the region, not necessarily the parents.*

*** Meaning the dominant social interaction: business, trade, racial, etc.*

You can have up +3 one Benefit (+1 each from mother and father's connection the environment). You have +1 in the Lore of the games Special Effect. (whatever that might be).

These will be applied to the building of a Target Number, when applicable. (Rule #2.)

Languages

Other languages shown on this chart may be encountered and may be chosen by a player for his or her character, but the languages shown are generally encountered.

The Shanthic language has a minor component as a sonic. Isho is woven through the entire spectrum of ambient Isho energy as part of the reference to "Shanthic," "Sho Caudal" or "Sho Sen" or other reference(s) to the native planet / people / energy. We call it "Shanthic" for simplicity.

Entren has become a primary trading language, spoken through out civilized Jorune.

Language	**Race**
Acu**	Acubon
Abahth	Blount
Boru*	Bronth
Chaun-Tse	Crugar/Cygra
Cleash	Cleash
Corastin	Corastin
Croid	Croid
Engl **	Thantier Human (other House languages as foreign language)
'Gee'bo'ko'ushic	Scarmis
Entren	Human
Rorch-ko	Ramian
Salis	Salu
Regios**	Jaspian Human
Shanthic	Shantha
Thivin	Tivs
Hotha	Tologra
Triddis	Thriddle
Troffa**	Trarch
Thowtis*	Woffen

** Understood by each other at +1.*

*** Understood by Entren speaker at -2.*

Spoken language describes the social interaction with a different culture through its language. It assumes their success includes their appropriate etiquette.

Spoken languages are based on MENTAL. The Academic Language skill indicates writing, reading and translation. An advanced understanding of the language is required for reading, writing and translating documents from the other language to their own.

Academic Languages are based on SOCIAL, requiring formal interaction, education, practice and understanding of the context in which the language is used.

(This is a game and this distinction is to permit game mechanics to differentiate between the two.)

Benefits of Early Development

Parents Languages & Cultures

A character has at least 1 Add from the Language of each parent (or Parental Substitute) and 1 Add from the Culture in which that Character was raised. The Player can mix those points as 1, 2, or 3 as seen fit from the concept. More Adds can be identified from Named Skills or other sources (Rule #2 applies).

With the ranking from other Skills applied, this means that:

+1 Exposed, can speak but not really skilled with the language or the Culture. Can speak pidgin and be understood in that tongue/ culture, greetings, basic manners, familiar with basic concepts.

+2 Green, developing some panache with local expressions, formal behavior, slang, and customs. Basic grammar but not sophisticated.

+3 Trained, can speak or perform as expected within the context of the home culture or language. Can write if the culture is literate or recite oral histories. Possibly even eloquent or stylish. Can participate in minor roles during rituals and events.

+4 Seasoned, a journeyman, a professional. Only 1 this level at start of the game. Educated, whether schooled or not, and a basic understanding of associated cultures and languages.

+5 Expert, professional, can use (or choose not to use) scholarly or official actions or language. Initiated into the higher uses of language and custom within the society. (Characters cannot *begin* at this level, but can be raised through improvement.)

Named Skills cannot begin above +5, nor Improved beyond +8.

Parent's Occupation

Character has a tiny bit of knowledge (+1) on the job each parent did while the Character was growing.up. For building a Target number, these adds are used to give they an "Exposed" level and makes it possible to include in a building a Target Number.

If the Character's mother was "just" a traditional housewife, that Character has some knowledge in what was once called "domestic sciences." That means they have been exposed to cooking, requisition and supply, managing people (making them do things and think it was *their* idea), emergecy medical, and blood out of silk.

If the Character was not raised with "parents," the adds are based on whoever filled the roles of "parents." If the Player wants to build someone who had no one to fill that role, the points are lost. The Sholari may agree for some alternative to that background benefit. Maybe.

The Neighborhood

In addition to the home and parents, the Character will have benefits from the occupations, environment, street language, and culture of the area(s) where the Character was raised.

Named Skills

Named Skills indicate their time spent learning and practicing an area of knowledge or an ability. It indicates "what they nurtured," versus "what they were born with."

Their distribution of point into the Stats of their Characteristics will determine the number of points they have to spend on Named Skills under area controlled by that Characteristic.For example:

	Stat Level	Points to Spend
Mental	11	11points for Mental Skills
Physical	11	11Points for Physical Skills
Social	10	10points for Social Skills
Combat	12	12points for Combat Skills
Isho 5		5points for Special Effect (with Mod.)

The Named Skills are specific areas of knowledge or physical skill because of training or practice. The number of points distributed into a Characteristic create are equal to the number of points to be distributed to Named Skills governed by that Characteristic. These points are added when that skill be being used for a 1d20 roll to accomplish some task.

Named Skills are taken at levels of:

+1 *Exposed*, but no real training to that skill but familiar.

+2 *Green*, barely trained.

+3 *Trained*, instructed and drilled.

+4 *Seasoned*, a journeyman. (Only 1 at start of game)

+5 *Expert*, professional (Improvement required)

They are allowed to open with one Named Skill at +5 (Expert) and up to two Named Skills at +4 (Seasoned) at the start of a game.

One Skills can be improved to a level of +8. No other skill can be improved beyond +7.

The points added to the Characteristic level points will be added to the calculation of an applicable Target Number before a roll.

Lore

A Lore is a general body of information, history, or beliefs of the given group, neighborhood, tribe, or people, related through the filter of the games Special Effect. This is for the knowledge of the Special Effect *unless the Sholari wants the Special Effect to be unknown to the Characters.* (It happens.)

This is not the practice or ability with the Special Effect. A starting character will have 3 Adds possible based on Parent (or Parent substitute) native cultures, and the culture in which the Character was raised.

Jorune Named Skills

Acting .....SOCIAL
Animal Handling .....SOCIAL
Arithmetic .....MENTAL
Armorer ..... PHYSICAL
Astronomy.....MENTAL
Biology .....MENTAL
Bio-Tec (Advanced) .....PHYSICAL
Bio-Tec (Basic) ..... MENTAL
Bite ..... PHYSICAL
Blacksmith .....PHYSICAL
Bochigon ..... PHYSICAL
Caji Etiquette .....SOCIAL
Carpentry .....PHYSICAL
Carving .....PHYSICAL
Climb .....PHYSICAL
Condrij Etiquette .....SOCIAL
Contacts .....SOCIAL
Horse ..... PHYSICAL
Information Search .....MENTAL
Juggling .....PHYSICAL
Jump .....PHYSICAL
Kick .....PHYSICAL
Languages .....MENTAL
Learsis .....PHYSICAL
Limilate Find .....MENTAL
Limilate Prepare.....PHYSICAL
Literature.....MENTAL
Lore .....MENTAL
Lothern .....PHYSICAL
Mathematics .....MENTAL
Medicine .....MENTAL
Metalurgy.....MENTAL
Military Etiquette .....SOCIAL
Talmaron .....PHYSICAL
Tanner .....PHYSICAL
Tarro .....SOCIAL
Teaching.....SOCIAL
Thombo .....PHYSICAL
Thriddle Madness.....SOCIAL
Throw (Balanced) .....COMBAT
Throw (Unbalanced) .....PHYSICAL
Tracking.....COMBAT
Traveler .....SOCIAL
Underground Info .....SOCIAL
Wainwright .....PHYSICAL
Weaponsmith .....PHYSICAL
Weather .....MENTAL
Weaver .....PHYSICAL
Wilderness Travel .....MENTAL
Writing (Author) .....SOCIAL
Cooking .....MENTAL
Orating .....SOCIAL
Creature Care .....PHYSICAL
Crowd Maneuver .....PHYSICAL
Crystal Cutting .....PHYSICAL
Current Events .....MENTAL
Dancing.....SOCIAL
Drawing .....MENTAL
Drinking.....PHYSICAL
Earth-Tec (Advanced) .....MENTAL
Earth-Tec (Basic) .....PHYSICAL
Endurance .....PHYSICAL
Evade . .....PHYSICAL
Farming .....MENTAL
Fast Talk .....SOCIAL
Fauna Recognition .....MENTAL
Fishing .....PHYSICAL
Fist.....PHYSICAL
Flora Recognition.....MENTAL
Foraging .....MENTAL
Gaming.....SOCIAL
Geography .....MENTAL
Geology .....MENTAL
Getting Around .....MENTAL
Hide in City .....COMBAT
History .....MENTAL
Painting.....MENTAL
Philosophy .....MENTAL
Physics .....MENTAL
Pibber .....PHYSICAL
Pick Locks .....PHYSICAL
Pick Pockets.....MENTAL
Play Instrument .....MENTAL
Prestidigitation .....SOCIAL
Resist .....MENTAL
Run .....PHYSICAL
Sailing .....PHYSICAL
Sculpting .....PHYSICAL
Searching ** .....MENTAL
Set Traps .....PHYSICAL
Set Up Camp .....PHYSICAL
Shantha Etiquette .....SOCIAL
Shipwright .....PHYSICAL
Silent Movement .....COMBAT
Singing (Whistling) .....SOCIAL
Sprint .....PHYSICAL
Story Telling.....SOCIAL
Swim .....PHYSICAL
Swordsmith .....PHYSICAL
Tackle .....PHYSICAL
Tailing.....COMBAT

Isho Skills

Crystal Manipulation .....Isho
Dyshas .....Isho
Estimate Isho.....Isho
False Signature .....Isho
Isho Weather .....Isho
Mask Signature .....Isho
Race Signature .....Isho
Tra Sense.....Isho
Warp Stabilization .....Isho

Others as defined by the Sholari

Undestanding General Language Skill

They may choose a generic Language based on the Character's MENTAL to understand some bits of several languages. It is an interaction skill with other Characters. The grammar, etiquette and accuracy may be lacking, but they can say basic pidgin phrases like "me go Learsis where?" when needed.

This is not applicable to languages they have only heard for a few hours, but reasonably applied to tongues they have heard for a reasonable amount of time in the background of their environment.

The Academic Skill of a language — literacy, writing, scholarly research, etc. — is based on a Character's SOCIAL Characteristic. The degree of success will determine how well they communicate and interact with others. But failure can be hilarious.

Health

Health is a measure of the Character's ability to receive Damage, regardless of the source.

Health is the total of three Stats — Mental, Physical and Combat — plus 1 point each for each point in a Named Skill that would reasonably make the Character more resistant by virtue of familiarity with enduring such damage, such as military or other "toughening" trainings.

As a general rule, receiving damage causes penalties reduce the Target Number (injuries make it more dificult to accomplish tasks). We suggest:

Lost % of Health	Effect
10%	-1 to Target Number
20%	-3 to Target Number
30%	-5 to Target Number
40%	-7 to Target Number
50%	-9 to Target Number
75%	-12 to Target Number
90%	Roll to see if Action is Possible, -14 to Target Number
100%	No Action Possible, Character is Unconscious. The Damage will increase at 10% per 12 hours unless treated.
200%	Character is dead, no Healing or Resurrection are possible.

Healing

Damage is deducted from Health. When their character loses points to be at Zero (0) the character is unconscious. If the situation is such that the Character will continue receiving Damage and at -100% Health, the character is dead. Dead is beyond Healing."Health" is represented in many gaming systems under a variety of names. It refers to "Hit Points" or other descriptors that define the numeric value of a Character's physical and mental well being.

Healing is fairly loose in the ORFA basic rules, but there is an option for the levels of repair possible under Options.

As a general guide, they can Heal up to one half of their damage in 24 hours of game time with treatment, either their own First Aid or Named Skills, or the ministrations of another character. Without treatment the Character will heal one half the next time unit of game time. For example:

Loss from Orig. Health	1st Heal	1st Time	2nd Heal	2nd Times	After and Notes
10%	50%	6 Hrs	50%	12 Hrs	Each level is twice the previous time, 10% penalty on attempted actions until healed up
25%	50%	12 Hrs	50%	24 Hrs	Twice Previous, 10% penalty on attempted actions until healed up
50%	50%	24 Hrs	50%	48 Hrs	Twice Previous, 20% penalty on attempted actions until healed up
75%	50%	1 Week	50%	2 Wks	Twice Previous, 75% penalty on attempted actions until healed up
100%	50%	2 Weeks*	n/a	n/a	Twice Previous, Coma, no actions possible, loses 10% per 24 hours without additional treatment
-100%	-	-	-	-	Dead. Really. Sorry.

* They may hang on without treatment, but after 2 weeks they decline and will die.

The Effect of Armor

If a player has armor or some other way of deflecting damage, that number is applied after identifying the damage received. Armor does not prevent the character from being hit, but reduces damage when hit. A hit location roll may be required to confirm the armor protected the right body part.

ORFA: Isho

"Isho" in game is the controlling Characteristic for the Special effect of ORFA: Jorune. There are separate elements of Isho, for game play and for understanding the world. We want to define those differences.

ISHO - The generic term for the energy generated in the silicon rich crust of Sho-Caudal, it moves like a fluid in three dimensions. Flowing, pooling and coming together under the conscious control of a Dyshic and Isho-user. Some animals and even some plants can use Isho for different reasons, but intelligent creatures can mix different types of Isho together, "weaving", for various effects.

LIH-AL — The moon (among the seven moons) controling the type of Isho; the Shanthic community governed by a color of Isho.

COLOR — The part of the spectrum controlled of that Isho and the governing moon related to that color. Together the Isho, the moon, and the community focused around it are called a "lih-al". There are seven lih-als. For game play "Color" is a) the number of points they have to spend to buy dyshas and Isho skills, and b) the points spent in game play using available dyshas, successfully or not.

The seven lih-als/colors are:

Gobey (Brown or Black) effects physical objects, shields..

Desti (Red) temperature; fire, frost.

Du (Orange) - Light; illmumination, masking.

Ebba (Yellow) - Gravity; levitate, stake.

Launtra (Green) - Lifeforce; healing, sickening.

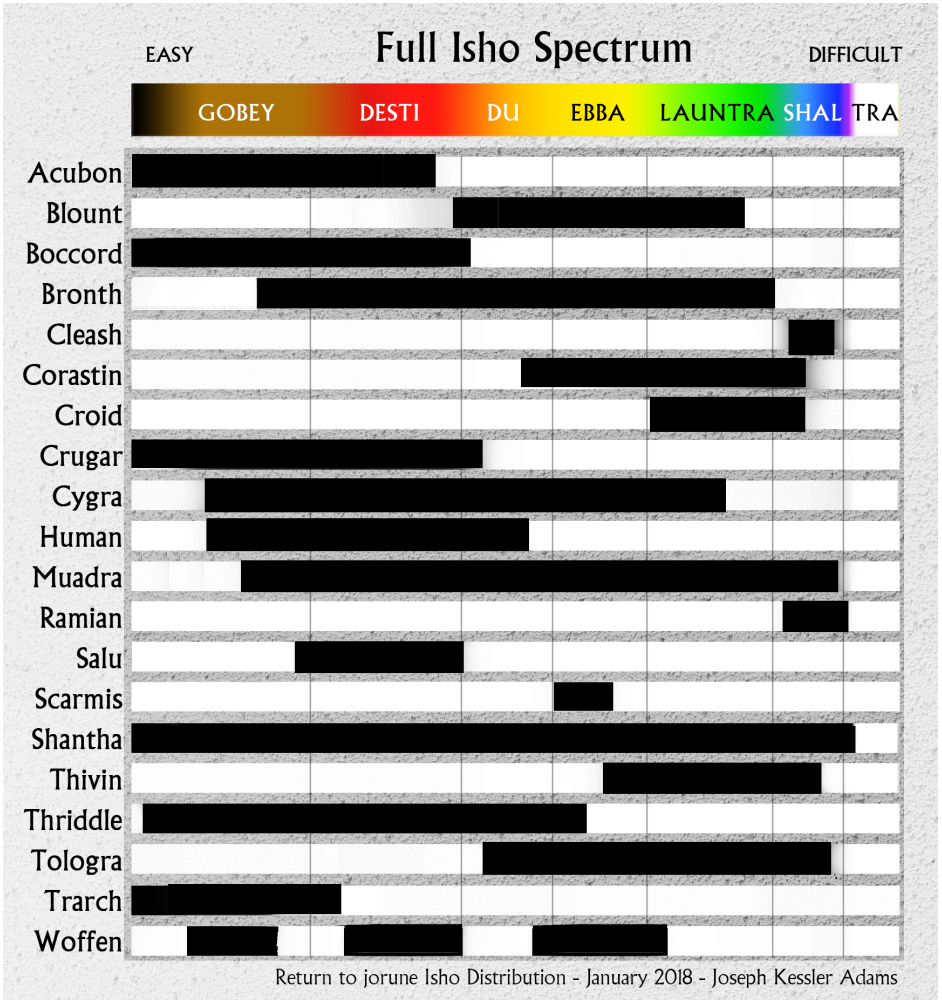
Shal (Blue) - Neural; brain, sensation.

Tra (White) - Control; stabilize, dysha collapse.

DYSHA — A structure or weaving of different Ishos mixed together in specific proportions to achieve an effect.

WEAVE — The skill and art of mixing Isho into useful dyshas.

This reference will show racial relationships to Isho in character generation and game play.



This chart is a revision of several approaches to Isho for game play. For ORFA: JORUNE we have opened Isho use to more races, and opened most of those races to become Player Characters. Isho is *the* Characteristic that makes Jorune unique. What fun will we have if people aren't allowed to use that Characteristic?

Isho Game Specific Considerations

If they are going to play an Isho user, which will include Humans and their need to do some basic Isho Bookkeeping to generate a full character.

First, a Player needs to understand how their Character can access Isho through the Racial Modifier. Not all modifiers are to be multiplied - some are simple modifiers to the use of Isho in game play. Or a limitation beyond the restriction of which Lih-al the Race can access. Understand the Character's Isho Modifier.

The number that comes from your Isho Stat and the Isho Modifier provies a number that is applied three different ways for Isho users. This means they will take their Isho Stat and multiply it by the racial modification (or add in generation or during game play). For humans that modifier *x.5*, for Muadra it is *x3*, and for Shantha it is 6. (See the chart.)

MOON POINTS - These are points to be added into their **Isho Spectrum**, the allowed moons/lih-als for the Character.

COLOR POINTS - The points to spend to add to **Named Isho Skills** including Dyshas from Isho.

ISHO POINTS - During game play these points are deducted according to *successful* rolls to accomplish an Isho related task.

This means:

A Human with Isho of 9 has a multiplier of .5, so they have 5 Isho points[1] to ditribute into their limited Lih-als, all low frequency Ishos, *and* Dyshas or Isho skills, *and* to use those skills in game play.

A Muadra with Isho of 9 has a multiplier of 3, so they have 27 points to distribute into their wider Lih-al - the widest of the allowed ORFA: Jorune races, *and* buy Dyshas or Isho skills *and* points to use during game play with skills the Character bought.

Different races have different modifiers to balance game play. Humans may not be allowed to use Isho effectively, but they have genetics that are recognized with the gene-lock on Earth-tec weapons (should they happen to find some). But they have enough Isho for a chance they will be able to interfere with a blast or an orb, fired at them. Other races have similar balances in modifiers to their characteristics. No race is better than all other in all things. Every race has some benefits in some area, and penalties in others.

Dyshas & Isho Skills

Characters has a three levels of consideration in buying Dyshas or other Isho Skills: Spectrum, Color Points, and the Isho Pool.

Isho Spectrum

The game mechanic expression of the moons the Character racially has affinity to control. Moon points are distributed into their Spectrum.

For example, a human could put one point into Du, allowing Orb of Light when spending Color points, and a few points into Desti. This can mean throwing a dysha, such as Lightning Blast, in game play, or buying points to improve Interference.

Spectrum is the number of Color Pool Points again (the result of their Isho times the racial modifier) they distribute into moons. One half of their Color Pool Points must go into the moon of the available moons in their Racial profile. They may buy additional moons with Color Pool Points if they are within their racial Isho Spectrum.

Sample Spectrum: **Muadra** - 7 Isho x x3 Modifier = 21 Moon points

Gobey	Dest	Du	Ebba	Launtra	Shal	Tra
2	6	2	4	3	3	1

Sample Spectrum: **Human** - 7 Isho x x.5 Modifier = 3 Moon Points

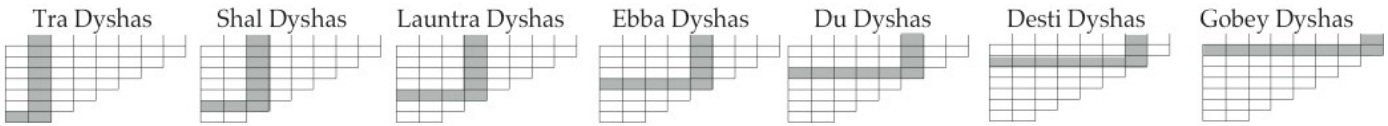
Gobey	Dest	Du	Ebba	Launtra	Shal	Tra
-	2	1	-	-	-	-

Color Points

The points in the Character's Spectrum constitute Color Points to buy Isho Skills (including Dyshas). The Character *must* buy the Key Dysha of their Lih-al before buying other dyshas for which they have Moon Points assigned in the Lih-al to buy.

[1] Isho is the only time ORFA will say to "round up." They only get so many points for the whole of the most unique feature of Jorune as a game world, we want they to have a chance to play it up and have fun. Why not?

Basic Dyshas



BASIC DYSHAS	TRA White	SHAL Blue	LAUNTRA Green	EBB A Yellow	DU Amber	DESTI Red	GOBEY
GOBEY	Shield Implode	Power Orb	Body Shield	Suspension Orb	Power Hold	Penetration Bold	Shield •
DEST	Reflector	Frost Bolt	Stiff	Spinner	Sear	Lighting Blast •	
DU	Inner Eye	Spectral Stun	Night Eyes	Power Orb	Orb of Light •		
EBB A	Floater	Scramble	Shining	Levitate •			
LAUNTRA	Inner Ear	Body Freeze	Healer •				
SHAL	Rummage	Brain Blast •					
TRA	Deflector •						

Isho Pool

During game play the Player tracks Isho Points (Isho times the racial modifier) for the successful use of Dyshas or Isho Skills during a game session.

They lose Isho Pool points *equal* to the level of *success* of their Isho skill roll (unmodified, the Quality of Success is not an element). If the Isho Skill roll fails, no points are deducted on the model "no Isho was used." It encourages Rule #1 to get the chance to make a later attempt.

If they have one Isho Pool Point, they can attempt a roll and are not penalized beyond going to 0 on a successful roll. When Isho Pool reaches 0 they cannot make any additional rolls on Isho for that session. They cannot have negative color points - 0 is 0. Think of it as a dramatic "act of desperation."

Isho Points restore at the beginning of the next game session, no matter how much time may have passed in the game. Rule #1.

Within a game session their Isho Pool recharges according to the Isho Restore Cycle for their race. Days are measured in game time, not in how frequently the game group meets to play. Isho Recharge

When an Isho Pool points reach 0 the character must recharge before using Isho again.

Isho Recharge

When a Character's Isho Points drops to zero, it will take some time for the Isho to build up again. A Sholari may allow partial renewal before allowing, but I never did.

Race	Recharge
Acubon	4 days
Blount	n/a*
Bocoord	2 Days
Bronth*	2 Days
Crugar/Cygra	2 Days
Cleash	5 Days*
Corastin	3 Days*
Croid	4 Days*
Human	3 Days
Muadra	1 Day
Scarmis	n/a
Ramian	n/a
Salu	3 Days
Shantha	4 Hours
Thivin	5 Days*
Tologra	3 Days
Thriddle	2 Days
Trarch	4 days
Woffen*	2 Days

Power Corrupts. Absolute power corrupts absolutely. Unlimited power makes for boring games. Like characters in any good work of fiction, Player Characters perform amazing feats when facing their own limitations.

Note: Crystals charged with Isho can be shaped and "cracked" for uncontrolled effects, such as cracking a green Launtra crystal for healing, or a red crystal that has been cut to send a heat blast in the direction of the crack. Cracking is a physical act that releases stored Isho. A character with no Isho ability cannot control that Isho after the crack. Know your crystal skills.

ORFA: Jorune Interference Change

In the original game only humans had this ability, but it has proven more effective to give all characters that chance to survive in game play..

In ORFA the it is possible for *any* player character to make the throw, that character can destablilize a dysha thrown against them with a successful roll on "Interfere." This is to re-enforce Rule #1.

If a Character has 1 point left in the Isho Pool, the attempt can be made.

The the Character has no Isho Pool points left, or if their race has not access to using dyshas or other Isho Skills, *may* be allowed to attempt can be made making an unmodified roll on the the raw Isho Characteristic. If that is a success, the character has, somehow, been able to interfere with the dysha being thrown, no matter how the Sholari chooses to carry the narration. It's the Sholari's problem to explain it.

Our extensive research shows that dead characters aren't much fun to play with. *(No snide comments.)*

Character Creation Summary

CONCEPT

Who is this Character? Race? Origin? Parents? Where is their character from? Where did they grow up? What did they want to be when they grew up? What were the father's and mother's occupation? What were their languages (Mother, Father, spoken where they grew up)? Brothers or sisters? Friends? Family affiliation with a group or nation?

DISTRIBUTE POINTS INTO STATS

Twenty-seven (27) Character Generation Points can be assigned into raising the Stats to the five Characteristics.

Each Characteristic has a base Stat of one (1) free point in each Stat to begin the build. One Stat can be raised to an 8, but others cannot be higher than 7. The stat average would be 5.2 (rounded).

A Player can sacrifice 1 Character Generation point from one Stat for 5 Named Skill points under that Characteristic if that suits their Concept and the Sholari approves. No more than 2 Character Generation Points may sacrificed.

If the character begins with a named physical disability "closes" a Stat (with the Sholari's approval), no skills can be named to that Named Skills of that Characteristic. The 1 free point can be distributed to one of the other 4 Characteristics. The maximum Stat level limit rises to 9 in one of the remaining Stats, and no higher than 7 in the other three.

CHOOSE BENEFITS

+1 from mother's Language (with MENTAL)

+1 from father's Language. (with MENTAL)

+1 from mother's Culture (with SOCAL)

+1 from father's Culture (with SOCAL)

+1 from mother's Occupation (with PHYSICAL)

+1 from father's Occupation (with PHYSICAL)

+1 from dominant feature of their home (player's choice)

+1 from the dominant language of their home (with MENTAL)

+1 from their dominant activity of theyth (PLAYER'S CHOICE)

+1 Lore from the game's Special Effect (Isho)

CALCULATE DERIVED SKILLS

FEAT (of Strength)	=	Strength + Strength
REFLEXES	=	Strength + Combat
MANEUVER	=	Strength +Mental
DEXTERITY	=	Strength + Spirit
FIGHT	=	Combat + Combat
PERCEIVE	=	Combat + Mental
FIRST AID	=	Combat + Spirit
LEARN	=	Mental + Mental
WILL	=	Mental + Spirit
INTUITION	=	Spirit + Spirit

SPECIAL EFFECT - ISHO

Generate their Isho specific information for character generation and game play.

A major change from 3rd Edition Rules is that *any* race can attempt to interfere with a Dysha being thrown against them. This was only for Humans in 3rd Edition and seemed an unnecessary accommodation to give that type of character some access to the largest single unique feature of the planet.

INTERFERE	=	Strength + Isho
REDIRECT	=	Combat + Isho
DEFLECT	=	Mental + Isho
SIGNATURE	=	Spirit + Isho
DYSHA*	=	Isho + Isho

*If they have access to the Moon/Color of Isho required and the Isho points to throw the dysha.

ADDS TO NAMED SKILLS

Each skill must be linked to a Characteristic. Only points from that Characteristic Stat can be used to buy Named Skills from that group.

+1 Add - "Open" a skill - they have been "Exposed" to it.

+2 Adds - "Green" with a Skill. A beginner.

+3 Adds - "Trained." At this point they are qualified to train someone else for up to +2 Adds in this skill.

+4 Adds - "Experienced" and can train another to +3 in this skills.

+5 Adds -Seasoned. They could still fail, but they have everything it would take to succeed, barring bad luck or trained opposition. Seasoned may train others to +4.

A new Character may have one skill at +4 and no other starting skill above +3 except Language and/or Culture.

ISHO DEVELOPMENT

Multiply Isho stat by the racial modifier. The result is used to create:

- Moon Points
- Color Points
- Isho Points

Moon points are assigned to the permitted moons in the character's Isho Spectrum.

Color points are used to provide Adds to Name Skills, including Dyshas. The first dysha must be the "Key Dysha" from the Characters Lih-al (chosen or by racial limitation). If the character has a special Isho modifier, it is applied to Color points. (See chart for Key Dyshas.)

Isho Points are used during game play. This number of points has the number from *successful* rolls to perform an Isho tasks deducted from it. No points are deducted if the roll fails.

MODIFIER CONFIRMATION

Confirm that all of their Modifiers show on their Character Sheet. It is their job to record every modifier, from whatever source. They are to be calculated where they exist for *every* Target Number.

LIST MODIFIERS

Confirm that all of their Modifiers show on their Character Sheet. Tt is their job to recored every modifier, from whatever source. They are to be calculated where they exist for *every* Target Number.

The Sholari's Wrath will fall upon someone who "just forgot" but succeeded because of their absent mindedness. A Sholari can option to enforce a Flaw on a forgetter.

ORFA Action Sequence

The goal of ORFA is a simple system. They Generate their "Target Number" with applical Modifiers. Roll 1d20 hit at or below a Target Number or less. Modifiers by race or background or situation adjust the Target Number up or down before the roll, without changing the basic mechanic.

For any required die roll, follow this sequence:

1 GENERATE THEIR TARGET NUMBER

The applicable Stat + Skill(s) + Modifiers for race, training, and situation. Rule #2 applies.

2. STATE THEIR INTENT

Say exactly what they want to accomplish. Simple, direct, the best result from their roll. State their immediate intent, not a series of results. Here. Now!

"I make him believe that…"

"I want to him before he can stab that guy."

"I want to jump the gap between buildings."

"I want to see what is happening in there."

3. SHOLARI ASSIGNS THE DIFFICULTY

4. ROLL 1D20

5. CALCULATE THE "QUALITY OF SUCCESS"

Compare the Difficulty number to their roll. If it is lower, they it was successful. The different between their Target Number and the successful roll is the "Quality of Success".

6. APPLY FACTOR(S) FROM WEAPON, IF ANY.

7. REPEAT AS NEEDED.

This is the only rule "reminder" sheet that is really needed to play.

ORFA: Jorune - Playing the Races

The idea of ORFA is to make the game playable as quickly as possible. The basic rules are provided pages in standard US Letter format, which includes redundancies, summaries and lists of options and a basic Jorune lexicon.

Jorune is not a simple world, but starting players off in a very Earth-like setting can make it possible for Players to begin developing a taste for the world. Using a simple system clears the way for the "funny words" from the several languages of the planet. It also makes it easier to concentrate on game play while the Player discovers the lores of the Colonials, the politics of the present day nations, the racial mix that includes several truly alien races in competition with humans, mutations of humans, and manipulated races.

ORFA encourages they to "take what they need and leave the rest." The play-tests showed it works for Jorune to allow virgin players and long-time devotees of established systems to come together and romp through the new world.

It worked for the small community of play-testers. Hopefully it will work for new groups forming with a mix of player histories.

Generation Priorities

When creating characters for different levels of players, we found it useful to restrict the races.

It is suggested that they allow generation within the *Player's experience* with gaming, or with Jorune specifically. Some of the races are very different from human and human-variants that were the only races allowed in 2nd Edition of Skyrealms of Jorune.

This means any starting Player can generate a Human, Muadra, or Boccord. They are the most familiar from the 2nd Edition boxed set. They are available to newbies, the "Green" players. Someone familiar with the advances from 3rd Edition could play Woffen, Bronth, Crugar, or Cygra as "Trained" players.

ORFA: JORUNE opens new races for the been-there, done-that crowd, very familiar with Jorune including a couple of mutations and the remaining Child of Iscin. The "Seasoned" players. And a few"Seasoned" players might want to play newly available aliens.

ORFA: JORUNE groups these classification of Player Characters:

Green Player Races

These are the races that are basically human on the new world. Easiest to understand. Best for Green Players - newbies to the world or the world of gaming.

- Boccord
- Human
- Muadra

Trained Player Races

These are races based on genetic manipulations of the Earth colonial genetic master Theodore Iscin. 3,500 years later they are still called the "Iscin Races." Three were allowed in a supplement to 2nd Edition Skyrealms of Jorune. NOTE: The Cygra was a poorly documented variant to provide a longhair, slightly more social and interactive version the normally taciturn Crugar.

- Bronth
- Crugar/Cygra
- Woffen

Experienced Races

These are races introduced in 2nd Edition but never allowed as Player Characters. But with a little familiarity with the world — why not?

These races are primarily humanoid. Some are mutations from human stock, one is a mutation from from the alien Ramian, a couple of among the Iscin races.

- Acubon
- Blount
- Salu
- Thivin
- Tologra
- Trarch

Seasoned Player Races

They need some challenge in their playing, we suggest they try getting inside these alien skins.

- Scarmis
- Corastin
- Croid

These are unique in fantasy/scifi settings. Croid are barely intelligent

Almost Forbidden Player Races

We wouldn't dream of forbidding any Sholari or team of well seasoned Jorune Players to play anything, but these races have such complex back stories and secret knowledge of many versions of Jorune's secrets, it has proven best to leave these in the hands of Sholari, who can use them

- Cleash
- Ramian
- Shantha
- Thriddle

Volumes cold be written on these races. But we didn't. This means clever Sholari are free to make the Jorune they present to their players completely their own.

Playing the Iscin Races

Iscin did not create bears or wolves or cats that look like humans, he took human genetic codes and switch on and off traits that resembled earlier development. From shared common ancestors he was able to express the kind of abilities and features he though would be useful on the new planet after all contact was lost with Earth. The result as familiar and it is possible that some selective breeding brought out more of the old planet's animal characteristics over the past 3,500 years.

These races have very familiar animal traits which will be familiar to Players. If they want to play them as if they were completely non-human, let them. But the reality of these manipulated races is wholly human at its heart, including passions, love of family, honor, hunger, fear, and curiosity — which all the best people have.

Acubon (Experienced Player)

Acubon are a fresh-water aquatic mutation of Humans who primarily inhabit the eastern marshes of Lake Dahahdeh, although small populations can be found in isolated regions, presumably transported by water-warp between locations.

Acubon society is not open to outsiders and barely tolerate their cousins, the Salu. They are known to live in small related groups and have created a rare deep violet jewel called the "colleel," but other than its appearance in rare viewings of private collections very little is known about the jewel.

Although they are air breathers and can survive in salt water, they are better suited to fresh water. in game terms this would mean a few weeks in salt water would be uncomfortable, but livable. More than a month might cause some damage affecting the immediate functioning and might cause long term damage - as decided by the Sholari.

MODIFIERS

MODIFIERS		
Mental	xxx	
Physical	+1	+2 Swim, +2 in Fresh water
Social	-	
Combat	-1	Fish out of water, so to speak.
Isho	-1	Penalty on Isho Roll; Du, Ebba, Launtra
Isho Restore		4 days
Native Language:		Acu
Average Lifespan:		45
Maturity:		16
Homelands:		Common in the waters of eastern Lake Dauhadeh, rare in the world. Isolated small bands of Acubon can be found in many fresh water settings, presumably transferred through warps to the new locations.

Blount (Experienced Player)

The first of the races manipulated by Theodore Iscin. The races are not animals modified to achieve human characteristics, but manipulated human genetic material where the more primitive aspects have been expressed to dominate. The first self-aware Blount emerged from Iscin's laboratory and as given the the name Selsnib. The name is respected and given has an honorific to a Blount who has

Blount were built on the detail of Terran amphibians, the easiest genetic code to incorporate into the new races Iscin hoped would make their way on Jorune's world after humans were gone (which was the reality Iscin thought he was facing).

Many of the Abahth words or phrases sound like someone swallowing or having someting stuck in their throat. For example Lake Dah-ah-deh (spelled many ways) is an Abahth word

Blount mature quickly, able to reproduce at less than ten years.

MODIFIERS

	MODIFIERS	
Mental	-	
Physical	-2	
Combat	-3	
Isho	-3	Penalty on Isho roll; Du, or Launtra.
Isho Restore		n/a*
Native Language:		Abahth
Average Lifespan:		35 years
Maturity:		9
Homelands:		Most port cities have a population of Blount nesting in water caves, heavy preence around the shores of Lake Dahahdeh, in both Khodres,

Boccord (Green Player)

Boccord are a stable mutation of humans who have greater bulk and muscle mass, and also have some limited natural Isho ability. Because of their enormous appetites is common for Boccord teenagers to be shipped out to farms to work, and eat. They live in most of the cosmopolitan cities, but claimed a homeland in the abandoned region of Ros Crendor on the Western Continent. Ros Crendor was original established by Bronth after the great Migrations, but abandoned when Bronth claimed the northern area of the Eastern Continent, called Crendor. ("Ros" means "Original.")

These big versions of humans are popular as guards and thike fighters and have obvious advantages in fighting or otherwise pounding on other characters (or each other).

MODIFIERS

	MODIFIERS	
Mental	-	
Physical	+1	
Social	-	
Combat	+2	
Isho	+1	Bonus on Isho roll; Gobey, Desti
Isho Restore		2 Days
Native Language		Entren
Homelands:		Found in farmlands (will work for food), fighting populations (thike pits, mercenary, military settings), in most cosmopolitan cities. Boccord have established a homeland in the abandoned Bronth nation of Ros Crendor

Bronth (Trained Player)

Bronth were the third race created be nano-biologist Theodore Iscin. They have limited Isho abilities but can serve as teachers within their limited lih-als. They are excellent histin and get a bonus to unweave incoming dyshas of any lih-al because they are dealing with Isho as a medium, not as specifically structured within the dysha.

Bronth are big and have nothing to prove. But do not rouse them to anger or provoke them, or attempt to twinge their sense of honor — an angry Bronth is not good for their well being. Some Bronth have an almost religioius devotion to their creator, Theodore Iscin, but their attempts to sway other "Children of Iscin" to that belief system has med with mixed response. They believe that Iscin has coded within their DNA the ability to deliver a genetic duplicate of himself through his manipulated offspring. That future Iscin will not have his memories, but will have the ability to manipulate further changes in the races he has created.

Second Edition supplement "Playing the Iscin Races" provided the initial write up for Bronth, duplicated in Third Edition.

MODIFIERS

	MODIFIERS	
Mental	-	
Physical	+2	
Social	-	
Combat	+2	
Isho	+1	Bonus on Isho rolls; Gobey, Ebba, Launtra; +4 bonus on Unweave
Isho Restore		2 Days
Native Language:		Boru
Homelands:		Found in most cosmopolitan cities, dominant in Dober, Crendor, Yobreh and a significant minority in Rhodu, Anasan.

Cleash (Expert Player)

Cleash are large creatures with a separate biology from Shantha, Ramian-line, human-lines, or the Reco artificial biologies humans brought to Sho-Caudal. Humans see them as insect related with the aversion human-related races have to most bugs. Cleash have no Isho ability but are subject to the effects of Shal.

Cleash release chemicals that can control a servant race called "Scarmis" Racial introduction and Isho relationship. This silent form of communication and control can lead to actions by the two races, singly or in concert. Their language is produced by click plates within their throat and thorax and attempts at langauges with other races is like an early description of peasant life - violent, brutish and short. (As a Sholari I once simulated a Cleash speaking with a handful of dice crushed together.)

Cleash are biological engineers and can pervert their own reproductive system to produce weapons from an oraface in the front-center of their body. Such twisted Cleash eggs can be converted to bombs (flash-bang or small explosive), gasses, caustic jelly, scent markers, or even "fossilized" for a solid egg which can be sliced and used a coins of value greater than gold.

Cleash have not been written up for player options, and probably for good reason.

MODIFIERS

	MODIFIERS	
Mental	+2	
Physical	+2	
Social	-	
Combat	+2	
Isho	-	No Isho, effected by Shal; may interfere on natural 1
Isho Restore		5 Days*
Native Language:		*"Cleash"* (unspeakable)
Homelands:		Volligire, Western Trinnu Jungle Lands, Always travelling by warp (cystals) and may be encountered almost anywhere.

Corastin (Trained Player)

Corastin are descendants of a servant race of the vanished Lamorri and related to Raman, Thriddle, Croid and similar biologies from that heritage. They have almost no Isho ability, but have a +1 to Unweave one time per game.

Corastin are large, reptilian with surprising intelligent, even though they cannot speak easily. When a Corastin speak, listen because it is with that individuals difficulty simulating the other character's tongue the communication is important. People often confuse the Corastin's difficulty with speaking as an indicator of low intelligence. It is not. Corastins are very intelligent and capable of serious deduction. That intelligence expresses itself in loyalty, significant amounts of information on the local flora, fauna, and landmarks (including within a city) for whatever area they have lived in for a while, or where they spent years in early for parts of their life.

Corastin females raise children from eggs in isolation, probably near fresh water streams or rivers. Males enter the picture at about five years of age and teaches both sexes survival skills and cultural skills. Both male and female work in cities or in the wilds and which one is which sex ain't nobody's business but their own. Females with fertilized eggs will vanish for a few years and reappear with a clutch of small Corastin, who can be trusted for menial jobs — like carrying parcels across town or watching over livestock.

They do like quantity in their reward, but not necessarily in value. One hundred bits is preferred to a yule in payment, even though the value is the same. "Lots"is always appropriate to offer, and will be asked for.

Honor or "face" is important to Corastin. Never insult an Corastin or make them the butt of a joke. "Practical" jokes can make a Corastin irate, even if they have previously been a loyal employee.

They are very protective of their cousins, the Croid.

If a Corastin feels some debt of honor, or wants to show they great respect and friendship, they may worry a large back scale from their shoulder (a "cudgel") and present it to the object of their respect, still bleeding. It dries into a leathery, fist-sized dark brown triangle of flesh and making a cudgle will lead to an immediate, violent, and possibly fatal reaction when that counterfeit is revealed. Faking a cudgle will evoke a nasty response in other Corastin, considering it insulting to the Corastin race.

MODIFIERS

	MODIFIERS	
Mental	-	
Physical	+2	
Social	-1	
Combat	+2	
Isho	-2	Penalty on Isho Roll; Du, Ebba, Launtra, Shal
Isho Restore		3 Days*
Native Language:		*Corsh* (almost unspeakable), share with Croid
Homelands:		None. Corastin re found in most cities, ports, and places where they can find work and some live in small bands in the wilds.

Croid (Seasoned Player)

The Corastin's less gifted cousin. Croid are very strong, and capable of the same loyalties we associate with a dog. Big, strong and not completely tameable. Croid quickly submit to the care of a Corastin and can be trained to faithfully guard a location or a person. Do not threaten what they have bonded to — blood will not be sufficient.

Third Edition provided the best write up for Croid to date, but they have not been allowed for Players to choose until ORFA: JORUNE, so take what they need and they'll leave the rest.

MODIFIERS

	MODIFIERS	
Mental	-3	
Physical	+3	
Social	-2	
Combat	+3	
Isho	-3	Penalty on Isho Roll; Launtra, Shal
Isho Restore	4 Days*	
Native Language:		Corsh (almost unspeakable) shared with Corastin.
Homelands:		None. Croid prefer the wilds of swamps, marshes and tidelands. Can survive desert crossing for short periods but prefer the moist areas.

Crugar (Trained Player)

The second of the Iscin races based on large Terran felines, the cougar. The first Crugar, Choundra, accidentally killed the creator, Theodore Iscin, and blamed it on another human pesonality of the Colonial Era, Karl Bomoveris.

Under Coundra, all of the children of Iscin were gathered and taken on a horrific journey from their home in the Guass Valley through the Doben-al and the Dowtrow Mountains below Lake Dahahdeh. The other Iscin races abandoned the Crugar, who took to the open land as their personal territory. These are the Great Wanderings and the were only declared over as the other Children of Iscin deserted them on the edge of the Temauntro grasslands.

Among Crugar Choundra is revered as a paragon of virtue, and the most evil of anything is referred to as a "Bomoveri."

Crugar are short tempered, easily offended, and savage fighters. The are very protective of their children but will place pawm (family) honor above even that elevated ideal. Their word is their bond, but individuals may become private agents with loyalty only to their own interests.

One Size does not fit all.

MODIFIERS

	MODIFIERS	
Mental	-	
Physical	-	
Social	-2	
Combat	+1	
Isho	+2	Bonus on Isho roll; Gobey, Desti, Du
Isho Restore		2 Days
Native Language:		Tchaun-tse
Homelands:		Temauntro is the dominant feature of the Western continent. It is mostly rolling pampas with vast herds of dothibider and other game. Chaln Imagri is their only city, established to deal with trade and the outside world.

Cygra (Trained Player)

A mutation of the Crugar with longer fur and milder temperments. they first appeared among the Crugar about the same time as Boccord, Muadra, Salu, Acubon, and Trarch appeared among the humans.

Crugar dominate the Northern Temauntro, Southern Jasp and the western regions of Lake Dahahdey. Technically omnivores, they have adopted a farming lifestyle for trade and reliability, but prefer fresh meat in most meals.

They have established many villages with houses of one or two stories that do not belong to anyone throughout their territory. Whole pawms pull up stakes easily move from one region to another, leaving gardens and buildings for whoever might come after them toA occupy these "share buildings." Whole fields are taken over by incoming pawms so businesses are maintained through complex family agent systems. Many of theses pawms create shared-building circuits and travel between sites throughout the year, which satisfies their desire to see fresh grounds while providing children with the stability of a home.

It should be mentioned that shared houses feature branched structures where the pawms climb and sleep on "branches" built in to the structure, rather than furnishings and "bedrooms." The lifestyle makes it easy to migrate to the next spot on the circuit.

Their slightly better interaction skills with the other races allow Cygra to be good traders and they serve agents for circuit pawsm and for Crugar interests with other races in many trading cities.

MODIFIERS

	MODIFIERS	
Mental	+1	
Physical	-	
Social	-1	
Combat	+1	
Isho	+2	Bonus on Isho roll; Du, Desti, Ebba
Isho Restore	2 Days	
Native Language:		Tchaun-tse
Homelands:		Northern Temauntro, Southern Jasp

Human (Green Player)

Most readers do not need humans described. They are race of great variety from saintly devotion to service to others, to horrific monsters that leave trails of destruction behind them. Most are somewhere in the middle.

First Edition provided the initial write up for Humans, duplicated in Second and Third Edition. If the Player doesn't know enough about them, think about it. You probably have been sleeping with a Human. All of their life. Relax.

Isho was not allowed for humans before, but they were given access to using Earth-tec as compensation. If, after 3,500 they did not develop some small ability with the Sho-Caudal, they would probably have died of. OFRA: JORUNE gives Humans access to Isho but it is expensive and they aren't the best at it. But if it is important to them, it is now available.

HUMAN MODIFIERS

	MODIFIERS	
Mental	-	
Physical	-	+2 Earth Tec
Social	-	
Combat	-	
Isho	x.5	Isho Multiplier; Desti, Du
Isho Restore		3 Days
Native Language:		Many, many. Plus jargons and slang.
Homelands:		Humans are all over the planet and have many of the "more civilized" nations, but only because they get to define what "civilized" means. Burdoth dominates the first three editions, but Humans are also in the Khodres, Jasp, Heridoth, and completely dominate Thantier. Humans are found in almost all cities.

Muadra (Green Player)

Muadra are a mutation of Humans from Earth. For many generations they were clearly different from the basic Earth stock, but were as physically diminished as Boccord were enhanced. The original breed of small humans without Isho abilities were called "Muads." Their greatest historic figure, the Caji Gends, discovered he could manipulate Isho and studied under Sho Copra Tra. He is credited with the creation of the "dyshas" used by humans and other races.

Shantha do not use Isho the way we think of it - it is like the air. Ever present. They compose Isho like songs, improvised or in rigid, respected constructs. Gends devised away to concentrate and "weave" isho into dyshas to do a tiny fraction of what Shantha could accomplish. Gends began teaching other Muads to discover their Isho ability, and then to train to become schooled "Muadra."

Muadra are small, can be damaged in a fight, but they can also erupt with great power and dyshas to do work or vanquish an enemy. Dyshics (those using dyshas) will augment their natural ability with cystals stored with isho, and certain isho-enhancing herbal limilates.

Muadra come from a background of being small, bullied, and then discovering their "breed" had access to the greatest power on the planet. *If* they bother to learn how to use it.

MODIFIERS

	MODIFIERS	
Mental	-	
Physical	-3	
Social	-	
Combat	-2	
Isho	+3/x3	+3 to every Isho roll; x3 for points; All Lih-als.
Isho Restore	1 Day	
Native Language:		No independent language, but can speak almost any "human" tongue, but a new languages might be developing among them.
Homelands:		Muadra history say they wandered, were scapegoats who were blamed, bullied, pesecuted, and driven away. Muadra can be found almost everywhere humans or woffen can be found. A few Muadra, the Seytra, have established a homeland in the Doben-al (see Sobayid Atlas).

Ramian (Expert Player or Sholari)

A free and savage race that make their home on the desolate southern peninsula of northern continent, the Ramian were a slave race fro the ancient invaders, the Lamorri. Tall, lean, with a hideous smile when doing what most races consider horrific acts. They are blue skinned with keratine spikes that grow from their shoulders, neck and skull in distinctive patterns that can be sued for identification. They have been known to eat Thriddle, leaving the eyestalks ("tristy") in piles as a warning to other thriddle. They rage across the landscape under the insanity of "chiveer," previously credited as breeding lust, but is now thought to be a response to helpless sensitivity of building Shal Isho, which overstimulates their neural system.

Those who can resist this particular racial madness are honored within Ramian culture and recognized by other races as moderating what most think of as calm, reliable, and mentally gifted. These honored Ramian are honored and decorated as

A really clever Sholari could probably come up with what is appropriate for such a perverse option as Ramian party members.

MODIFIERS

	MODIFIERS	
Mental	-1	
Physical	+3	
Social	-3	
Combat	+3	
Isho	n/a	No Isho, but can be effected by Shal.
Isho Restore	n/a	
Native Language:		Rorch-ko
Homelands:		Ramian control the southern pennensula of the Northern Continent, Volligire. A generation ago it was revealed a mutation had appeared among Ramian (Thivin) who had been enslaved and suddenly were allowed to leave Volligire. Ramian have small villages on the coasts of may lands, and are well known as "gire "- pirates who rob ships on the high seas and raid coastal population centers. Gire are common on the island of Sillipus and its capital Sallay.

Salu (Experienced Player)

Salu are a Human mutation that are aquatic and thrive in salt waters including all the seas, oceans, and gulfs of the world. The Salu dominate world trade and can transfer large cargoes in their great Chausis - ships that re open, speedy (a combination of sail and hydrofoil technologies). The "cabins" on Chausis are only use by the Salu to sleep and passengers have a difficult time with the open hulls and constant soaking. Salu have and insult in Salis that calls other races *"those who would travel without getting wet."*

Salu call their families pods and have a code of loyalty to other Salu. A Salu who betrays another Salu is quickly outcast. These marine humans have an affinity for Blount, Corastin, Croid, Scarmis, and can tolerate most humans, human mutants, and thriddle. They distrust Shantha and Crugar, but they strongly dislike Ramian and Cleash.

Third Edition provided the best write up for Salu to date, but they were not allowed for Players to choose until ORFA: JORUNE, so take what they need and they'll leave the rest.

MODIFIERS

	MODIFIERS	
Mental	-	
Physical	-	+2 Swim, +2 in Salt Water
Social	-	
Combat	-1	
Isho	-	Launtra Only
Isho Restore	3 Days	
Native Language:		Salis
Homelands:		None. Salu have villages on remote island and minor settlements near the docks. They are a true sea people, living on their open Chaussis. The entire ocean is their home, and Jorune is a Super-earth dominated by a huge world ocean. The Salu know more about the geography of the planet, and the navigation of the great ocean than any race other than the Thriddle. They are proud of their ships and transfer that loyalty to the next ship if they have a chance to upgrade.

Scarmis (Seasoned Player)

Scarmis are an insect-like race that are conencted with ancient Lamorri occupation of Jorune, along with the Ramian, Cleash, Thriddle, Corastin, and Cleash.

Most commonly found in close association with Cleash, in Gilthaw and in the Western Trinnu Jungle Lands. “Free” Scarmis can be found across the planet from western Temauntro to southern Drail, north to Ros Cendor and Burdoth, and across the face of Dobre and Lunderre. “Free” Scarmis are quick and loose the racial penalty on MENTAL tasks (the penalty actually reflects the chemical control imposed by the Cleash).

Scarmis with Cleash are restrictedd to roles as servants, guards, and warriors that usually carry out the combat of a Cleash attack. “Free” Cleash are mistrusted, but used as porters and bearers and a favorite “exterminator” for pests in many cities.

Third Edition provided the best write up for Scarmis to date, but they have never been allowed for Players to choose until now.

MODIFIERS

	MODIFIERS	
Mental	-2	
Physical	+1	
Social	-	
Combat	+2	+2 Flying Attack
Isho Spectrum		none, but they can be affected by Shal
Isho Restore		n/a
Native Language:		‘Gee’bo’ko’ushic
Homelands:		None. Scarmis are commonly found in the vicinity of Cleash in Gilthaw and the Western Trinnu Jungle Lands. Small bands of “Free” Scarmis, without cleash control, can be found all over Jorune.

Shantha (Expert Player or Sholari)

Shantha are divided into seven Lih-als, which determine their genetic and cultural affinity. Shantha never bond or mate across Lih-als. They are vegetarians with large underground pools that row a nutritious moss, but they can injest meat to get through difficult times when famine threatens.

Shantha live underground in cities beneath birthing skyrealms to avoid the monsters that roam the surface. Shantha revere Isho and balancing isho of an emerging skyrealm to remain as a religious act. They travel by walking, but have a sophisticated system of tunnels connect by warps to get to distant pars fo the plant. They may be seen on the surface passing between segments of the tunnels (the “Cashiln”).

Shantha tolerate the many aliens who call their world home, and appreciate the value of Thriddle who often serve them. Shantha ant no direct contact with visitors must observe strict protocols in such an encounter or face angry Shantha.

Shantha have not been written up for player options — they have too much information and too much power over Isho to be balanced in a game group. But a really clever Sholari could probably come up with what is appropriate for players, as NPCs or the forbidden option.

MODIFIERS

	MODIFIERS	
Mental	+1	
Physical	+2	
Social	-	
Combat	+3	
Isho	+3/x4	x4 points for points, +3 on Isho roll; All Lighals
Isho Restore		4 Hours
Lih-al:		Any Isho.
Native Language:		Shantha - Difficult to understand; sound and Isho.
Homelands:		Jorune, which they call Sho-Caudal, is their world so they can be anywhere. They claim Delsha as their home, allow a resident population of Thriddle who collect information and write histories. Any other guests need to be guests of the Thriddle or Caji linked to a specific Shanthic teacher.

Thivin (Seasoned Player)

Thivin will not talk about their history prior to their sudden appearance in the ports at the end of the 35th Century, but give no clue of their prior existence. They are mutations of the Ramian, but mutations appeared among humans hundreds of years ago. Conjectures, which have not been corrected, is that they served as slaves among their Ramian kin, as did the Thriddle in ancient days. To this day it is difficult to clarify their living situation within that country but the Thivin in Ramian ports seems have desperate lives.

Thivin are exceptional, industrious crafts-people. Large families become devoted to a trade and master it. Weaving, jewelry, home furnishings, and high end fashions are parts of their dominance in modern trade. Where metal is available, they are master smiths. The flood of goods from Thivin depressed prices for such goods, making them available and staples of many more people than could afford such goods before. This provided expanded markets that more than made up for lowered prices, which means money is more valuable.

They are excellent at identifying new business opportunities. Treasure hunting appeals to many small bands. Thivin can become wealthy from their industry, but are not likely to show that wealth, preferring isolated, quiet luxury which is shared with kin.

Thivin are exceptional at ingratiating themselves with potential clients, customers, or employers. They are very observant and, if you are on their good side, can alert a party to threats or opportunities.

MODIFIERS

	MODIFIERS	
Mental	+1	
Physical	-	
Social	+2	
Combat	-1	
Isho Spectrum	-	None; May interfere on 1; effect by Shal
Isho Restore		3 Days
Native Language:		Tivs
Homelands:		Thivin are still found in port cities of Volligire, but in the past generation have spread to most port cities and nearby farmlands where they mix sophisticated agriculture and craftwork to feed the markets of the World. Their reception in different lands varies.

Thriddle (Expert Player or Sholari)

Thriddle, like the Ramian, trace their history to the forgotten Lamorri invasion over one thousand years before human Colonials arrived. They have no knowledge of their history before they were released from bondage to the Lamorri by the Shantha. The do not even know the name of the planet from which they came. Possibly as a reaction to that darkness, they have become the information masters of Jorune. Thriddle love to tell how the Shantha destroyed an orbiting Lamorri starcraft, with previously unknown Isho manipulations, and expelled the invaders from Jorune, freeing the Thriddle for the first time in racial history. The Lamorri were banished forever. So far.

Thriddle have created complex network of "Thriddle Centers" that offer public information and related services (such as scribes, cartographers, expedition supplies, and librarians) to create a web of agents, or Querrids, who get answers to questions and retrieve artifacts. Thriddle monopolize the collected items and information.

Thriddle have a loyalty to the Shantha, who saved them from Lammorid subjugation but have a long history of intrigues that have not always been in the interest of their Shantha benefactors. After a time sharing Delsha with the Shantha, Thriddle came to occupy the "Mountain Crown," an ancient Lamorri base on the island of Tan Iricid. They have turned the repositories and libraries into Jorune's greatest storehouse of knowledge, artifacts and sometimes working devices..

Thriddle are not adventurers. They find it difficult to go out into the wild, preferring to use their agents as cats paws to gather information, retrieve artifacts, or carry out plans, which are never fully explained.

MODIFIERS

	MOD.	
Mental	+3	
Physical	-2	
Social	+2	
Combat	-2	
Isho	-1	Penalty on Isho roll; Gobey, Desti, Du, Ebba, Launtra
Isho Restore		2 Days
Native Language:		Triddis
Homelands:		Thriddle can be found at "Thriddle Ceners" in all large cities and towns with a few outposts in the wilds. In the wild they prefer to travel in comfortable tents with many protectors.

Tologra (Seasoned Player)

This is the last of Iscin's children, who were considered lost until a few showed up in Ardoth a generation ago. They were manipulated through Iscin's nano-genetic programming to simulated "lions" of old earth.

They separated from the other Children of Iscin and pity was taken by a small family of Ca-Launtra Shantha and taken by warp to the isolated lands of Sharden, the penninsula on the southeastern edge of the northern continent. Shard was considered undesirable because it is the lee side of the Storm Wall, over which massive storms from the great Jorune ocean break. Tologra have made it a homeland with adjustments to the violent weather and feline attachment to their open grasslands, as have their Crugar and Cygra cousins in Temantro.

They are strong and interested in exploring greater Jorune and, above home, returning home with what they have learned. They tend to be quiet and isolate, but when they can trust the people they are near, they make good companions and might even become friends.

MODIFIERS

	MODIFIERS	
Mental	-	
Physical	-	
Social	-	
Combat	-	
Isho	x2	Bonus on Isho roll; Du, Ebba, Launtra, and Shal
Isho Restore		5 Days*
Native Language:		Troffa
Homelands:		Until recently Tologra were believed to be extinct but about a generation ago a few began appearing in different ports of the world, usually on ships run by the Lunderi Woffen. They have connected with other Iscin races and are curious information gatherers. Although they may also work for local Thriddle, they tend to travel for a few years, then return home to share what they have learned.

Trarch (Experienced Player)

Trarch are a mutation of the Humans who came to Jorne as colonists.They are heavily muscled with blue skin and keratine horns that normally grow protruding from the jaws of adults. Male horns are usually thicker than those of females.

Trarch seldom travel alone, but groups of three or more usually follow behind a leader, usually recognized with the largest club in the group. "Club Talking" is a social fucntion where someone who wants to talk holds their club to their chest, and when recognized by the Big Club raise the club and speak. No Trarch, or person wanting to get along well with them, speask while the raised-club speaks.

Trarch do not like long talks unless it is banter between members of group — shorty, snappy comments with clubs. A speaker must use 40 words or less and does not speak again until everyone in the group has spoken. A club holder wants to yield their time to the un-clubbed, a club holder will lightly touch that person on the shoulder. When the guest speaker is finished in the fewest words, they are expected to graciously lift the club from where it touches, ending their turn.

Trarch have an almost superstitious reverence for Earth-tec and will make crude duplications in wood, stone, or crystal,of any they Earth=tec they see. Clear fetishes indicate they were copied directly from an item the artist has seen. Or has.

Trarch women will often have infa - literally a-baby-on-the-hip slung from the opposite shoulder in a cloth or leather web. A baby too small to walk with them. The men will come to the defense of a threatened Trarch woman, particularly against outsiders, or non-Trarch.

ORFA marks the first time Trarch are offered for game play.

	MODIFIERS	
Mental	--	
Physical	+2	
Social	-1	
Combat	+2	
Isho	0	Gobey, Desti, and Du
Isho Restore		4 days
Native Language:		Troffa
Homelands:		Trarch bands are found in most of Jorne except Thantier, Voligire and Gilthaw. A few can even be found in Delsha (Shantha tolerate them). A huge concentration can found in Western drail by they are not friendly to outsiders who try to stay there. Find Trarch agent but don't intrude on their space.

Woffen (Trained Player)

Woffen are the Fourth Iscin race and designed on the model of Terran wolves. They have not adapted well to Jorune and have barely succeeded maintaining steady replacement ratios since the Great Wanderings. Woffen live births are few and whole *Fah* (clans) gather to protect children who are born. Many Woffen parents handle grief of their own lost pups by caring for those who have survived to be loud, noisy and nipping.

Woffen have low tolerance for alcohol and can be subject to chronic drunkenness called "*sawotti*," which is a great shame. Chronic Sawot are marked by cuts in their ears and a chemical hat will cause permanent blotches on their fur.

To kidnap a child is the most horrific crime among them. These *walrah* - future stealers - are shunned and often found dead as a result of hundreds of slashes, probably from Woffen claws. no single slash is responsible for death. Several thousand can do the job.

Woffen have close affinities with Muadra and Boru, with whom they forge deep, life-long friendships, but generally they can get along with anyone. They have even been known to work closely with Crugar, if they don't take the hissing too personally.

Woffen have become master sea traders and have large dominance in Anasan and Lundere, though sizable populations can be found across Jorune. They were united through sea warps, bt when those warps collapsed became separated from each other for generations, have re-united in the past few decades.

Second Edition supplement "Playing the Iscin Races" provided the initial write up for Woffen, duplicated in Third Edition.

MODIFIERS

	MOD.	NOTES
Mental	-	
Physical	-	
Social	-	
Combat	-1	
Isho	x2	Point Multiplier; unusual lih-al - Gobey, Desti, Du; +2 on Power Hold
Isho Restore		2 Days
Native Language:		Thowtus - Can also undestand most Boru.
Homelands:		Anasan, Lundere, Yobreh, but can be fond in most Jorune nations, except Thantier, Volligire or Gilthaw.

ORFA: Jorune - Money

Although most nations have their own method of exchange, the coins and money of Burdoth are the ominant feature in the role playing game.

I think A Trarch offering 17 enemy teeth for their pretty piece of jewelry for his Mrs. (Or her, if it's a lady Trarch.)

Their character begins with 3d6 Gemlinks with which to purchase weapons, armor, and other equipment. The Sholari may create a different starting money amount if the group is not based in a Burdothian background.

I need to insert Gemlink to enemy teeth conversion chart

Their character begins with (1d20 x 100) Gemules (Yules) with which to purchase weapons, armor, and other equipment. They may assume they already have clothing and their basic tools at the start of the game (subject to the approval of their Sholari).

MONEY	SYMBOL
Bits	b
100 bits in a gemyule	y
10 yules in a gemlink	l
10 links in a gem	g
10 gems in a cluster	gc
10 clusters in a star	gs

Klade rates are considered minimums.

Food prices based on the availability, quality and desirability of the goodies. Of course, any deal is open to haggling

Labor & Services (Day Rates)

* indicated klade rate

Agent *	10%-30% of deal
Apprentice* (day, or r&b)	3 - 5 y
Archivist (week)	5 l
Astrologer	20 y - 5 l
Beaster	paid by the animal
Chattel slave (contract)	20 l
Cleaner * (per cleaning)	20 y
Condrij (day)	5 - 10 l
Craftsman (journey*-day)	80 y - 2 l
Craftsman (master*-day)	2 l - 5 l
Crystal rReader (reading)	20 y - 1 l
Daijic* (day)	70 y
Earth Tec Specialist (week)	10 l
Entris* (hour)	10 y
Fahdri (lesson)	50 y - 5 l
Githern* (assignment)	2 - 20 l
Guide (hour)	2 - 5 y
Jer* (per delivery)	2 - 4 y
Learsis (Green Order)	donation
Learsis* (public)	5 - 50 y
Military laborer (civilian - day)	5-10 y
Night Companion*	6 y - 5 l
Office Toth (day)	50 y
Palm Reader	5 y
Personal Attendant (week)	4l - 10l
Porter *	1y - 2y
Sailor (voyage)	5 l
Sherja	10-50 y
Shop Toth	35 y
Slash	5-10 y
Soldiers (per week, plus food/housing)	
Admin.	1 - 3 l
Archer	2 - 4 l
Caji Infantry	2 - 5 l
Cavalry	3 - 5 l
Earth-Tec Trained	5 - 8 l
Food Service	1 - 2 l
Infantry/Marine/Sailor	3 - 5 l
Palace Guard	4 - 6 l
Supply	2 - 4 l
Talmaron Cavalry	3 - 5 l
Thomboc (day)	10 y
Trail boss (journey)	50-200 l
Tutor* (per lesson)	
Academic	2 - 15 y
Copra	20 y - 2 l
Histin	20 y - 2 l
Weapon	10 y - 4 l
Yiordeh (per day)	5 - 10 y

Food

Apple	1-3 b
Biffid	20 b
Bitter rock candy	2 b
Bread (corn)	50 b
Bread (dharrin)	20 b
Bread (wheat)	80 b
Byritt (bag)	1 y
Dinner (fine)	4 y
Dinner (simple)	1 y
Durlig (kilo)	90 b
Giggit	2 l
Jerrig (kilo)	25 b
Malmis	1 y
Matlhin	2 y
Meat Pie (thivin)	70 b
Mowgah Root	80 b
Nuts (kilo)	50 b
Pibber	1-3 y
Potatoes (kilo)	1-4 y
Rusper (goblet)	80 b
Scolian rusper (goblet)	1 y
Sperrig	2-8 y
Stomeh	90 b
Sweet Cream Candy	75 b
Sweet Roll	50 b
Rations (bearable, per day)	2 y
Rations (enjoyable, per day)	5 y
Rhombo (kilo)	1 y
Wholl	2 y
Woog 'n' woof	8 y

Armors

leather armor (thombo)	3 – 10 l
leather armor (cowhide)	5 – 20 l
ring mail	15 – 50 l
locurian grunder	50 –100 l
crystal armor	250 –800 l
relector armor (earth-tec)	200 gc

Weapons

Because of the wide variances in weapon quality and the materials used to create each one, prices should be determined by the Sholari as fits the culture, location, scarcity, and materials involved. These are suggestions for basic, common, wood, stone, flint, glasswork or similar non-metal weapons.

This list assumes they cannot make their own.

Metal will at least double the cost.

Arrow (quiver - 24, wood, flint tip, fletched)	1 l
Axe	25 l
battleaxe	40 l
Bow - Standard	4 l
Bow - Longbow	5 l
Club	
Standard	1 l
Trarch - large, carved	2 l
Corastin - huge, carved	3 l
Crossbow (standard)	4 l
Crystal Pistols	8 l
Crystal Ammunition (24)	4 l
E Cells	5 l
Field Ram (Earth-tec)	5 g
Knife	3 l
Knives (throwing set - 3)	5 l
Longbow	8 l
Machete - glass/flint edged	2 l
Pike	3 l
Shanthic blades (corondon thalier)	4 gems
Spear (asagai)	3 l
Spear (throwing)	4 l
Sword - Standard - glass/flint edged	8 l

Earth-Tec Weapons have no pricing standard. From 5 gems/up if available, additional charges for modifications to defeat bio-lock for non-Human use. Illegal in some areas.

Some weapons for larger races may require additional time and cost in the manufacture

ORFA: Glossary

This is a minimal set of definitions of the words used in the Game.

ADD — A number added from Named Skills to from the Stat bases, or added to Stats if a roll is permitted on Stat alone (Rule #2). Any addition to Target Number based on concept, background, or other source. Adds indicate study, training, and/or practice to improve that specific knowledge or ability. An Add costs 1 point during Character Generation or however the Sholari has set up Character Improvement in a campaign.

BENEFITS — Adds to Skills based on the Player's Concept or Background.

CAMPAIGN — The large story arc of a game, usually with regular sessions with a team of players, but conducted in smaller chunks solved in each gaming session.

CHARACTERISTICS — The basic levels of qualities that are basic results of genetics or the "nature" of the Character.

COLOR POINTS — The pool of points used to buy Dyshs and Isho Skills.

COMBAT — The Character's ability to coordinate the applicable Physical, Mental and Spiritual Stats plus applicable Skills to resolve of opposed actions during the scenario.

CULTURE — The Society or Tradition of a group, typified by shared Language, Social Traditions, and/or Rituals.

DERIVED SKILLS — Skills resulting in the combination of the Stats of a Characteristics.

D6 — A six-sided die, like the ones used for craps or Monopoly. Used in rare game play or in parts of Generation.

D20 — the 20-sided dice use in ORFA.

DAMAGE - The number of points from the Quality of Success in an attack on a character, Player or NPC.

DIE — The singular of "dice."

DIE ROLL — The roll of 1d20 to accomplish a task. The roll of a number equal to, or less than, the Target Number is success.

DYSHIC — An Isho user skilled in using Dyshas.

FACTOR — A number used to increase damage on successful Combat. The Quality of Success is divided by the Factor number. The whole number sets of Factor (no rounding) is added to the effect of the Success.

HEALTH — The measure of physical well being for the Character. The base is MENTAL, PHYSICAL and COMBAT, plus 1 point each for each point in a Named Skill that would make the Character more resistant. Damage is deducted from Health.

ISHO — The Sho-Caudal, the life energies of Jorune, controlled by the seven moons and colors.

ISHO POINTS — The tracking mechanism to let yo know when the Character can and cannot attempt an Isho Skill or Dysha.

LANGUAGE — The oral communication between Characters. 2 Adds indicates oral proficiency, 3 Adds indicates recitation (or reading, if that language is literate), 4 Adds indicates written or meaningful repetition (in rituals, religious or otherwise), and 5 Adds indicates a level of eloquence in communication.

MENTAL — The thought aspect of the Character. The foundation of learning, speaking, evaluating, perceiving, and other mental tasks as may present themselves in scenario.

MODIFIER — The difference by Race, Benefit, Add, or Sholari determined number. Added to Target Number.å

NAMED SKILLS — Player choices to improve the Character's specific knowledge or abilities. Added to Target Number.

OPTIONS — Any aspect of the rules - limits, points, lists, system varieties, that the group and the Sholari agree will be active in a specific scenario.

PHYSICAL — The body aspect of a Character. The foundation of health, strength, recovery, and other physical characteristics. This is usualy the foundation for Combat skills, particularly Weapon handling.

POOL POINTS — The Generation points related to Isho. Isho * Racial Modifier = Spectrum (the point to buy levels in the seven moons for Isho use); Color Points (the same number for buying Dyshas and Isho Skills during Character Generation); Isho Points (the same number to track how often they can use Isho Skills during game play).

QUALITY OF SUCCESS - The difference between the Character's Target Number and result of the die roll.

RULES — #1 - Have Fun; #2 - The Sholari has the final say, but the Players may try to get the Sholari to see it their way (or have pity on them).

SCENARIO — The story thread established by the Sholari for a Campaign or a single session game story. Usual

SKILLS — An area of knowledge or ability that results from training and practice. Measured in Adds, +1 indicates Exposure, +2 indicates Trained, +3 indicates Proficient, +4 Experience, and +5 indicates Season. A +3 also gives +2 in the ability to train someone else in that area of expertise or effort.

SPECIAL EFFECT — An area unique to the setting provided by the Sholari. It can be deleted by the Sholari if the Characters are merely humans in a normal world and encountering everyday stories (which can be fun, too).

SPECTRUM — The distribution of points in the Seven Moons that identify the Character's access to the various Ishos.

SPIRIT — The emotional and interactive aspect of a Character outside simple intellectual ability. This may be related to Will and special the ability to resist Pain or other distractions.

STAT — The numerical value of a Characteristic.

TARGET NUMBER — The total of the applicable STAT + SKILL(S) + ALL MODIFIERS. This means *all* Modifiers that will apply to the task to be accomplished this moment. (Rule #2 applies.)

TASK — The action the Player decides the Character will attempt, or the action imposed upon the Character(s) at the moment.

UNOPPOSED TASKS - Actions the Player decides the Character will attempt. These usually do not require a die roll.

Beginner's Jorune Glossary

Jorune is well known in gaming circles for "the funny words" from the different languages. Over 2,000 of these words are mentioned in the various texts (available on archive.org - search "SOJ RPG"_ From White Wolf segment Jorune, Borkelby's Folly, and Sho Copra Joe

Acubon — Human aquatic mutation, best in fresh water.

Ardoth — Capitol city of the realm of Burdoth. Humans' greatest stronghold on Jorune.

Blaste — A high-speed plasma ejecting energy weapon.

Blount — An Iscin race based on Earth amphibians. The first Iscin race, relatively easy to nano-engineer.

Bronth — An Iscin race based on Earth hears that speak, stand upright, and have opposable thumbs.

Burdoth — The main human realm of Jorune. Many of the Earth colony ships were based in the lands now referred to as Burdoth.

Challisk — A metal plate worn around the neck of anyone seeking citizenship in the realm of Burdoth. Challisks are made from the remains of hull plates from the original Earth colony ships that were blown apart during the Shanthic assaults.

Cleash — A race of warring insect-like creatures that live far to the north in Gilthaw, and in the East Trinnus.

Corondon — Enormous beasts that inspire terror among all races except Jorune's natives, the Shanthas. Corondon have four arms boasting three razor-sharp nails more lethal than swords. The Shanthas have mastered the process of crafting blades from these "thaliers."

Crugar — An Iscin race based on Earth's cougars. Created by Iscin, the Cougars eventually caused his death.

Crystal — Jorune crystals absorb some of the planet's ambient energy, the "Isho," over time. White crystals are capable of creating warps.

Cygra — a kinder, gentler mutation of Crugar.

Daij — A marine enervore (energy eating creature) that is valued for endowing "Tra-sense" on those who eat its meat. Daij are very dangerous prey because they attempt to sink all ships but the isholess (and thus invisible) Ramian.

Daijic — A human who uses the isho impregnated flesh of the fish daij to use Isho, often a human anti-isho cop.

Dharsage — The ruling class in Burdoth or the ruler of a realm.

Dobre — A realm to the east of Burdoth inhabited by Bronth.

Durlig — A plant created by Iscin, the nano bio-engineer. Although its flavour was far from perfect at the time of the colony's destruction, durlig was created as the mainstay of the human diet on Jorune. It went uncultivated for centuries because early humans considered it a foul-tasting. poisonous weed.

Drenn — Citizens of Burdoth. Only Drenn may carry energy weapons.

Drenn System — The system by which Tauther seek work and journeys to prove themselves worthy of citizenship. Tauther wear challisks from their necks upon which marks of approval are recorded.

Dyshas — Energy abilities are called "dyshas." They fall into two main categories: orbs and bolts. Dyshas are woven out of Isho.

Earth-tec — A device or item from ancient Earth preserved in cryo-bins and revealed over the past hundred years, largely under the control of Burthian humans. Guns, med-tec, tonns, and other toys. Bio-locked to be used only by "pure" humans.

Gemlinks — The basic unit of currency in Burdoth. Gemlinks are, as there name implies, small round gems that are linked together like bracelets.

Heridoth — Human realm located south-east of Burdoth.

Ice Fields of Gilthaw: Frozen fields that are the inhospitable home to the even more inhospitable Cleash.

Iscin — The bio-tec scientist who created Woffen, Bronth, Crugar, Blount, and Tologra. A person of learned ability—a scientist or scholar—is called an "iscin."

Isho — The ambient energy of Jorune which permeates and saturates around everything on Jorune.

Jorune — The planet"Sho-Caudal" by the natives and educated. Colonized by Earth in the 22nd century (Earth reckoning). After Earth's demise the colony was abandoned to an uncertain future on an alien world.

Lundere — Ancient Shanthic lands and home of the Woffen.

Ramian — Tall, slender, exoskeletal creatures who inhabit Voligire.

Salu — Human aquatic mutation, best in salt water.

Scarmis — Insect-like creatures that are dominated by the Cleash.

Shanthas — The original form of intelligent life on Jorune. They have no eyes, instead seeing with Tra-sense, which allows them to interpret how the isho deforms around matter. they evolved underground and large subterranean cities still remain with a low surviving population of these natives..

Shirm-eh — A limilate (herb) which is necessary for Ramian to heal, bio-designed by Theodore Iscin .

Sho-Caual — Shanthic name for the world, it translates as "the highest truth."

Tauther — One who seeks citizenship in Burdoth is a Tauther. The process of seeking citizenship is called "tothis."

Thantier — Realm of pure-humans far to the west of Burdoth.

Thombo — Enormous beasts of burden used for riding and harvest of durlig.

Thlosk — A low-power ground based tracer-cannon used in the Lamorri expulsion to track starcraft in their approach and orbit of Jorune. Thosk are also used against ground targets.

Tologra — An Iscin race based on Earth lions.

Tra-Sense — The way Shanthas "see." Isho flows around objects and creatures, and all matter on Jorune has a distinctive Isho density.

Trach — Human stocky, muscular mutation, blue skin and tusks of keratin on males and females.

Warp — Large window-like areas that temporarily allow passage from one place to another.

Woffen — An Iscin race based up Earth wolves.

Optional Jorune Interactions

Not every Sholari will want to deal with the complicatons of race to race modifiers, but if you do, this is available. When dealing with another race, your character will usually have a positive or negative cultural reaction to that race. These bonuses and penalties will apply to conversation, etiquette, language, and other dealings between races.

The interactions are not flat. Both sides may have very different interactions—get along better with the other race than that race gets along with them. It may be long histories of conflict. Not all Iscin races respond to each other equally. Take into account the history, the shared history, relationships to isho, trade, or social structure.

Bonus adds to the Target Number,. Penalty deducts.

	Acubon	Blount -	Boccord	Bronth -	Cleash	Corastin -	Croid	Crugar -	Cygra	Human -	Muadra	Ramian -	Salu	Scarmis -	Shantha	Thivin -	Thriddle	Tologra -	Trarch	Woffen -
Acubon	**+2**	+1	—1	—1	—2	+1	+1	—2	—1	—1	+1	—3	+2	—1	—1	+2	—1	+1	—+1	+1
Blount	+2	**+2**	+1	+1	—3	+2	+1	—3	—1	+2	+2	—4	+3	—2	—2	+3	+2	+2	—+1	+3
Boccord	+1	+1	**+2**	+2	—3	+1	+1	—2	—1	+2	+2	—2	—1	—3	+1	+1	+1	+1	—+1	+2
Bronth	+1	+2	+2	**+2**	—1	+1	+1	—1	0	+2	+2	—2	+2	—2	+2	+2	+2	+3	—+1	+3
Cleash	—2	—3	—3	—3	**+2**	—2	—3	—4	—3	—3	—3	—1	—3	+2	—3	—1	—4	—2	—+1	—4
Corastin	+1	+1	—1	+2	+1	**+2**	+3	—1	+1	+2	+1	—1	—2	+1	—1	+2	+1	+2	—+1	—2
Croid	+1	—1	—2	+1	—1	+2	**+2**	—2	—1	—1	0	—2	—3	+2	+1	+1	+2	+1	—+1	—3
Crugar	+1	—1	—2	—1	—3	—1	—3	**+2**	+2	—1	—1	—3	—2	—2	—+3	—1	—2	—1	—+1	—3
Cygra	+1	0	—1	+1	—2	+2	—2	+2	**+2**	+1	0	—3	—1	—1	—1	—3	—1	+1	—+1	—2
Human	+2	+1	+1	+1	—3	+2	—2	+1	—1	**+2**	—1	—3	+1	—2	—2	+3	—+2	+1	—+1	+2
Muadra	—1	+2	+2	—+1	—4	+1	—1	—1	+1	—+1	**+2**	—4	—1	—3	+3	+2	+3	—1	—+1	+3
Ramian *																				
Voligri	—3	—4	—3	—3	0	—1	—1	—4	—3	—4	—3	**+2**	—3	—1	—4	—3	—4	—3	—4	—4
Chiven R.	—1	—2	—2	—2	0	0	—+1	—2	—2	—3	—1	**+3**	—2	0	—0	—1	—2	—2	—+1	—2
Salu	+2	—1	+1	—1	—2	—1	+1	—1	+1	+1	+1	—2	**+2**	—1	—1	+1	—1	—1	—+1	+2
Scarmis	+1	—2	—2	—2	+2	+1	+2	—3	—1	—3	—1	—1	—3	**+2**	—2	+1	—1	—2	—+1	—4
Shantha	—1	—1	—3	—2	—4	+1	—1	—3	—+2	—2	+2	—4	—2	—4	**+2**	—1	+2	+1	—+1	—1
Thivin	+1	+2	+2	+1	+1	+2	+1	+2	+3	+3	+3	—2	+2	+1	—1	**+2**	+3	+3	—+1	+3
Thriddle	+2	+3	+1	+2	—2	+2	+2	+1	+2	+1	+1	—4	—1	+1	+3	+3	**+2**	+2	—+1	+2
Tologra	+1	+1	—1	+1	—3	+1	—1	+1	+2	—1	+1	—3	+1	—2	+2	+2	+2	**+2**	—+1	+2
Trarch	+2	+2	—1	+1	—2	+2	+2	—1	+1	+1	+1	—2	+1	—1	+1	+2	+1	+1	**+2**	+1
Woffen	+1	+2	+1	+2	—3	+1	—1	—1	0	+2	+3	—3	+2	—2	+2	+2	+2	+2	—+1	**+2**

Optional ORFA Plug Ins

These come from the evolution of the ORFA system. The Sholari may opt to include Plug-Ins to address a specific need of his/her campaign, or to make the ORFA system more resemble the gaming system in us or preferred by his Players.

Or not.

Rule #2.

It is suggested that Players be encouraged to create their new Skills, Gifts, Flaws, Rules, and/or other features to make the resulting game more of an expression of their group identity and make the campaign more memorable as a unique experience.

Rule #2 applies.

The Oracle

1d20 can be used to answer simple questions with a pre-designed axis of meaning. As a rule low is good, high not.

For example, the question is *"Is this true?"* they can decide 1 means True and 20 Means completely known to be false. The Sholari could decide that 9-10-11 means the NPC is not intentionally lying, but doe not know the truth, so what they are saying cold be some mix of the two, but not because of intent to deceive.

The Sholari can establish such scales in advance or can create an axis on the fly during a game and announce their intent prior to the die roll.

"How old is this?" 1 is distant past, 10 is recent past, 20 is current.

"Is this valuable?" 20 is not really, 10 is worth the price of a couple of meals, 1 is very, very valuable.

"Do we go North or South?" 1 is North, 20 is South, and 10 means they change their axis and ask East or West.

In one game we even asked "Do we go to the past or the future?"

Hit Location / Called Shots

A ***Called Shot*** is an alternative with the roll for hit location when using a ranged weapon or is otherwise needed for the session. The Player declares a specific body part to be hit prior to the die roll. It creates another Modifier to the Target Number.

If no Called Shot s declared, after a successful die roll, roll again to determine what body part is intended as the target. Apply Additional damage, if any.

Hit Location Roll

		Additional Damage	To Hit*
20	Gahoolies	+4	-4
19	Foot	+3	-3
18	Ankle/Shin	+2	-2
17	Calf	+2	-2
16	Knee	+2	-4
15	Thigh	-	-1
14	Thigh	-	-1
13	Thigh	-	-1
12	Buttocks	-	-1
11	Hip	+2	-2
10	Belly / Lower Back	+1	-1
09	Belly / Middle Back	+1	-1
08	Hand / Right-Left	+3	-3
07	Belly / Upper Back	+1	-1
06	Chest / Ribs	-	-1
05	Chest / Shoulder Blades	-	-1
04	Shoulder	-	-1
03	Neck	+3	-3
02	Skull / Face, Jaw	+2	-3
01	Skull / Braincase, Crown	+3	-3

* Lower the Target Number, more difficult to hit.

Advantage

Advantage is rolled at the beginning of each combat round. A combat round is two seconds of time.

20 No Action is possible.
19 Defensive Action Only
18 Defensive Action Only
17 One Action Attack at -15 *or* Defense
16 One Action Attack at -10 *or* Defense
15 One Action Attack at -10 *or* Defense
14 One Action Attack at -10 *or* Defense
13 One Action Attack at -10 *or* Defense
12 One Action Attack at -5 *or* Defense
11 One Action Attack at -5 *or* Defense
10 One Action Attack at -5 *or* Defense
09 One Action Attack *or* Defense
08 One Action Attack *or* Defense
07 One Action Attack *or* Defense
06 One Action Attack *or* Defense
05 Two Action Attacks *or* Defenses
04 Two Actions Attacks *or* Defenses
03 Two Actions Attacks *and/or* Defenses
02 Two Actions Attacks *and/or* Defenses
01 Three Actions, Attacks *and/or* Defenses

Actions take place largest Advantage first - from 20 down to 1.

"Two Actions" gives the Player the option of taking one action first in the round and one at the end of the round, or holding for both action at the end of the round. "Three Actions" means the Play can perform one or two actions at the beginning, and take the remaining (or all three) actions at the end of the round.

They may always attempt to evade (Roll on Coordination vs. Attacker's roll).

Trash Dice

Any roll requiring 1d6, a roll of 1 does not count. Reroll. If Re-roll is 1, it does not count. On third 1, it does not count and the opportunity is lost.

Ones are trash.

Luck Dice

If they want to provide a "Player Control" mechanic to their game, they can allow the Sholari may allow the Player to create a "Luck" characteristic for use during game play with 1d6 during Generation.

Prior to the game the Sholari may declare Trash Dice are in effect, which would include Luck Dice and calculations.

Roll 1d6. The Player will have a Luck of 2-6. These represent the number of 1d6 available to roll during the game session and to deduct from the 1d20 Result for that round.

Advanced Luck Dice

In some situations the Player will want to provide an edge for success in the Result of a die roll.

During game play the Player may roll 1d6 or 2d6 (Player's choice, but no more than 2d6 in any one roll) *with* the 1d20.

If the Result of a 1d6 is a "1" then the result is "Trash." This means the roll was wasted and there is no benefit to risking the Luck die.

But, if the results are higher than 1, *deduct* the Result of the d6 roll(s) from the Result of 1d20. can mean from 4 to 12 points edge for the success (a "2" being the lowest Result on a 1d6). This significantly improves the Result to meet the Target Number or lower.

Advance Luck dice restore at the beginning of the next gaming session, unless they are Burn Dice.

Burned Luck Dice

If they decide to roll 1d6 or 2d6 after a failed 1d20 Result, they are allowed to do so, with the same risk of Trash Dice. The result is deduced from the 1d20 Result.

But the Burn Die does not restore at the beginning of the next gaming session. It is permanently gone.

Additional Luck Dice

If the Sholari approves, a Player may spend Oracle points to buy or replace Luck dice up to the maximum of 6 Luck Dice in the Players Luck Pool. 1d6 of Luck will cost 3 points from the Oracle Pool. The Sholari may may create a different way to buy or replace Luck Dice (Rule #2.)

Oracle Points

Before the first game, as part of their Character Generation, each player rolls 1d6. If the result is 1, repeat until it does not equal 1. The character has that number of Oracle Points to change game results. Only one roll beyond one is allowed, so each player gets between 2 and 6 Oracle Points. Oracle Points are restored at the beginning of the next game. If the character dies, their Oracle point are gone — no one can claim them.

This might include wanting to find something, or finding a specific object, get a clue missed in a previous scene, or to have a prop the Player did no specifically say they had when the current scene began. If the Sholari agrees (Rule #2)

An Oracle Point can be "spent" to buy another chance. with a bad die roll. "Burn" the die and get a second die roll. They roll the dice again and take the most favorable fo the two rolls.

If a Character needs a skill - they can spend one Oracle point for a +1 and open a new Named skill. They can also give a +1 to a skill they find is becoming more important, but they cannot add more than one +1 during any one game session, whether new or added. Oracle Points may be spent for +1 to Skills but may not be used to raise Stat levels.

When the Player have no more Oracle points, he/she obviously cannot spend one. Don't spend them casually.

An individual player may grant an Oracle point to a member of the team for immediate use for an urgent scene, if he or she chooses to do so. That point does not restore for either player at the start of the next session. It is used once and permanently gone.

Oracle points can be used by the group. Everyone in the group must permanently sacrifice one point to change a major point of the game, not change the narrative from the Sholari, but the results of a given scene. For example, after the death of a character or some other critical failure, the team can permanently burn the points to bring that character back to life. (Playing with dead people is not as much fun as some people want they to believe.) Rule #2 still applies.

Oracle points are restored At the beginning of the every game session, no matter how long a time may have passed between gaming sessions.

An Oracle point permanent "burned" removed from the number of Oracle points and able to be restored at the beginning of the next session.

Oracle Points can be *granted* to the player by the Sholari as a reward for exceptional role playing. This can mean the player's character did something that enriched the role playing experience for the whole group, or the player boggled the Sholari's brain with a scene beyond all reason.

Oracle Points are never required, and Rule #2 still applied, but there are times when the player's unexpected response makes the scenario memorable for everyone.

Character Improvement

Many players like "growing" their characters over time. Even this reduced game set makes this possible. The easiest way to do that is with a pool of character improvement points.

There are three methods offered to improve a character's Named Skill. (they may not raise a Stat or Derived Skill, nor Benefits with this kind of improvement. Or the Player can come up with his/her own.

Option 1: Targeted Improvement

When the Player succeeds with a Natural 1 during game play, the Sholari may allow they to roll for improvement immeidately. They did it so well, they learned something which improves their ability with that skill. Roll their Skill level or less. If they hava +4 with a Named Skill, rolling 4 or less raises that skill by one point.

Option 2: General Improvement Pool

Use their Oracle Points, or other Sholari approved point system, to build a Pool they track separately. Use the Pool to buy die rolls to improve. It costs the same number of Pool points as the current level of that skill. Just decide which skill they want to improve.

Example: They decide named skill **Interpret Ancient Language** at 3 (they need it) will cost 3 points to buy a 1d20 roll. If they roll 3 or under, their skill goes up 1 point. But if they fail to roll 3 or under, they just lost the points from their Pool.

Yeah. Sad but true. As they get better in skill, it gets easier to improve that skill, but it costs more. Life's tough.

Option 3: Awarded Point Pool

The primary difference is Sholari granted points for contributing to the game experience for the game encourage better role playing, the points get awarded faster, and they run the risk of improving beyond the threat of failure, so they will want a different game or a different character in the Sholari's world. These points become the Improvement Pool.

Name two skills for improvement. If they use either skill to great effect during game play — did an exceptional job advancing the narrative of the adventure, or made the group laugh, or otherwise contributed to the group experience (Sholari decides) — they receive 1, 2 or 3 points to their Improvement pool (Sholari decides).

Same roll process, but only on the skills they name. Build the points, pick which skill, buys a die roll with the level of their skill, blah, blah blah. They get it.

An optional option might be they can only improve one point at a time, or they have a limit of three points to improve in one skill and they must choose a different skill for focus after that.

Gifts & Flaws

Gifts cost the player point from their Named Skills points to purchase their choice for the pools from which to draw points.

Flaws grant the same number of points for named Skill purchased, with their choice of where they spend the gained point(s).

Two Gifts or Flaws (Two Gifts, two Flaws or one of each) are the maximum to be allowed in any character.

Gifts and Flaws have identical cost structures. Costs at level 1 (infrequent), 2 (occasional) and 3 (frequent). These represent effects of the game narration from the Sholari Gifts allow the Sholari to give some consideration to the player at the moment of the game. Flaws require the Sholari to add some complication to the moment.

Gifts

They can buy a Gift and can ask to use it at a moment of game play, but within the limitation of what they bought. "Gifts" are a way various game systems allow a special ability, knowledge or skill to be part of a character outside the normal characteristics or special ability or benefit.

The Frequency and Cost would be:

Constant	+4 costs 4 points, can be used 2 times in one session.
Frequent	+2 costs 2 points, can be used 1 time per session.
Infrequent	+1 Can be used no more than 1 time every 2 sessions.

The Add may be used toward the target Number of any attempt which the Sholari agrees would be effected by the Gift. A Player should always ask if the Gift is worth the cost. Sometimes, it is.

Samples of Gifts could include:

Area Knowledge (Specific Knowledge or Geography)

Attractive	Contacts (Specify Group)
Empathetic	Hunches
Enhanced Sense (Specific)	Wealth
Nondescript	Perceptive
Quick Learner	Savoie Faire

Speaks the Other Language Like a Native (Specific Language)

Flaws

"Flaws" are a way various game systems keep the play balance by making players deal with deficiencies in their character. Points gained are added to the Named Skills or can named as they see fit.

Flaw points are according to how often the Sholari can invoke the Flaw in game play.

If the flaw is infrequent (gets drawn into game play once every few sessions), they get 3 additional points.

If the Flaw is frequent (appears every other game session) they get five additional points.

If the Flaw is constant (almost every session, if the Sholari choose to apply it), they get an additional 7 points.

These are applied to Named skills only.
Flaws are applied by the Sholari.

Constant	+4 points, can be used 2x in one session.
Frequent	+2 points, can be used 1 time per session.
Infrequent	Can be used no more than once in 2 sessions.

Sample Flaws and Frequencies might include:

Code restricts Actions	Infrequent
Delusional	Constant
Distinctive Looks (Easy to Identify)	Constant
Fanatic (Specific)	Frequent
Foolhardy	Frequent
Forgetful	Frequent
Hunted	Frequent
Not Easily Disguised	Infrequent
Offensive Language	Constant
Physical Deformity/Inured	Constant
Result of Traumatic Childhood	Frequent
Short Tempered	Infrequent
Substance Abuse	Frequent

Converting Between Systems

The d20 base is easily converted for use by d100, d10, xd6 and descriptive systems. The conversion to 3d6 for purists is fairly transparent.

1d6	2d6	3d6	d20	d100	Fudge	Jorune
1	2	3	3	16	Weak	Unfamiliar
2	4	6	6	33	Poor	Green
3	6	9	9	49	Fair	Familiar
4	8	12	13	65	Good	Seasoned
5	10	15	16	82	Excellent	Expert
6	12	18	20	100	Superb	Master

NPC Options

Some RPG systems offer "Reduced" Characters to serve as NPCs. We suggest NPCs be generated by the Sholari, or by the team creating the team of Characters, as full characters (as an exercise they can generate three characters, pick the one they want to play, then hand the other two over to the Sholari).

If one of the Characters dies during game play, it can be handy to have a fully generated NPC to take over quickly. Even if they were from the opposing side. But most Players and Sholaris can improv a story to say why this character who joins them is not a long term enemy. (Playing a spy within the group almost always leads a game dealing with betrayal, and betrayal doesn't come from their enemies.)

I also suggest seven basic NPCS:

- A Member of the Nobility
- A Regal/Priestly Character
- A Professional Warrior
- A Merchant
- An Academic
- A Criminal
- A Worker

Characters from their world can be presented quickly with strengths, weaknesses, named skills, weapons, and other details. A Sholari can use a list of names for several of the same type of character during game play.

Clean Character Sheets

Keep their teams dead characters and copy their character sheet to make new NPCs based on dead Characters. They are fully fleshed, equipped and ready to roll.

Change the name, of course.

The a sneaky Sholari wants to build a catalog of such fully fleshed NPCs, encourage the Players to make notes and correct things on their Character Sheet as they go. And offer blank character sheets to copy information and make fresh sheets for the next session.

Then use their character sheet to make a new Character to tweak. Tweak the hell out of it - Change names, origin cities, backgrounds for

the Benefits, and keep them ready to go. No matter what dark alley the Players decide to send their Character, they'll have a fully fleshed NPC ready to greet them (or do horrible things to them).

Character Death

I hate killing Player Characters. The cheese weenies thrown against can die by the dozens, but killing Player Characters give me a problem. But I have learned that if the Player a) decided to do something really stupid, and b) rolls badly, death can happen.

It can and it does.

If this happens in their game, fully generated NPCs provide the option of the Player grabbing an existing pre-gen and running to catch up with the party. (A good Sholari can usually come up with a reason why this NPC is *not* an enemy to the party.)

Bashing Jorune

The term "bashing Jorune" comes from an old tradition in model construction called "kit-bashing" where several kits can be combined to make something new. In the first STAR WARS kit bashing reached a new level of detail in the models filmed to become the spaceships and distant architectural constructs.

Friends kit-bashed to make their own customized cars or airplanes. I personally bashed submarines, tanks, and industrial plastic together to make some odd space ship models of my own from hang from my ceiling with fishing nylon (which is nearly invisible from a distance.

Bashing in RPG means I was able to introduce the aliens from TRAVELLER and TRAVELLER: 2300 into a GURPS™ Star Trek Campaign, in incorporate some amazingly similar technologies from FINGEWORTHY to use in a STARGATE SG-6 home-brew campaign. I also took stories from far outside Gaming or Jorune to introduce "The Purloined Letter" into a Jorune game, or familiar plots form pulp and classic theater pieces to give my Jorune players a taste of something far outside their 2nd Edition readings.

A clever Sholari could take the timeline from an early issue of SEGMENT: SHO-CAUDAL use in a more familiar game setting sometime over the next 3,000 years (or so) to see what years had what relation to "known" space and adventures and blend it with their favorite Jorune chotchkies introduce a regular group of player to a taste of pre-colonial or post-Shyee Jorune

You could also introduce them to some of your favorite themes from fiction, radio, or film to spice up the flavor of your own, personal version of Jorune. Characters, plots, settings…

You're the Sholari. Take it away.

The suggestion is to take ORFA, mix in some other game or fiction spice, and serve it up new — hot and steaming - for your players.

I'm debating releasing ORFA: JORUNE to DriveThruRPG.com, but for the moment this is burning off old karma. A quarter of a Century of personal Jorune karma.

And lo, it is done.

ORFA

Contact for ORFA Jorune
return2jorune@gmail.com

Free downloads and Return to Jorune projects for sale:
http://return2jorune.skyrealmsofjorune.com

Or search for hundred of pages of free Jorune downloads chocked full of buttery Jorune goodness from *archive.org*. Search for "SOJ RPG" at that site. Check out the excellent site provided at *sholarijames.com*. Get out of the house. Search for your own happiness. Real Life Rule #1.

ORFA: RETURN TO Jorune

Leave Your World Behind – Again (And take some friends.)

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The Enduring Saga of...

_____ , *the* _____
Name Sobriquet

From: _____ *Race:* _____

Occupation: _____

Appearance: _____

STATS, RACIAL MODS, & NAMED SKILLS

MENTAL RACIAL MOD. ☐

_____ _____ _____
_____ _____ _____
_____ _____ _____

PHYSICAL RACIAL MOD. ☐

_____ _____ _____
_____ _____ _____
_____ _____ _____

SOCIAL RACIAL MOD. ☐

_____ _____ _____
_____ _____ _____
_____ _____ _____

COMBAT RACIAL MOD. ☐

_____ _____ _____
_____ _____ _____
_____ _____ _____

ISHO RACIAL MOD. ☐

Interfere _____
_____
_____

Isho *x Mod*

Moon Points - distribute into Moons Color Points. - Isho Named Skills & Dyshas Isho Points. - During game play using Isho

ISHO SPECTRUM						
GOBEY	DESTI	DU	EBBA	LAUNTRA	SHAL	TRA
___	___	___	___	___	___	___

WEAPONS

Knife (+2) Factor 6 *Name Weapon (+Skill)*

_____ Factor ___ _____ Factor ___
_____ Factor ___ _____ Factor ___
_____ Factor ___ _____ Factor ___
_____ Factor ___ _____ Factor ___
_____ Factor ___ _____ Factor ___

10 +1 BENEFITS

From Character's childhood neighborhood and home.

_____
Mother's Language (MENTAL)

_____
Father's Language (MENTAL)

_____
Mother's Culture (SOCIAL)

_____
Father's Culture (SOCIAL)

_____
Mother's Occupation (SHOLARI'S CHOICE)

_____
Father's Occupation (SHOLARI'S CHOICE)

_____
Dominant Feature of home (PLAYER'S CHOICE)

_____
Background Language (MENTAL)

_____
Dominant activity of youth (PLAYER'S CHOICE)

_____
Lore Isho (ISHO)

NOTES

_____
_____
_____
_____
_____
_____
_____

DERIVED SKILLS

	AUTO	ADDS
FEAT (of Strength)	___	___
REFLEXES	___	___
MANEUVER	___	___
DEXTERITY	___	___
FIGHT	___	___
PERCEIVE	___	___
FIRST AID	___	___
LEARN	___	___
WILL	___	___
INTUITION	___	___
INTERFERE	___	___
REDIRECT	___	___
DEFLECT	___	___
SIGNATURE	___	___
DYSHA	___	___

CHARACTER SKETCH

The Isho and Cultural Skills of ...

ORFA: Jorune
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_____ , the _____
Name Sobriquet

From: _____ Race: _____

Occupation: _____

Appearance: _____

_____

ISHO - Stat, Mods, and Isho Skills (if any)

ISHO
RACIAL MOD.

MENTAL
RACIAL MOD.

PHYSICAL
RACIAL MOD.

SOCIAL
RACIAL MOD.

COMBAT
RACIAL MOD.

ISHO SPECTRUM

GOBEY BLACK	DESTI RED	DU ORANGE	EBBA YELLOW	LAUNTRA GREEN	SHAL BLUE	TRA WHITE
○	○	○	○	○	○	○
___	___	___	___	___	___	___

ISHO (ADDS)

INTERFERE
Strength + Isho

REDIRECT
Combat + Isho

DEFLECT
Mental + Isho

SIGNATURE
Spirit + Isho

DYSHAS (if any)
Isho + Isho

_____
_____
_____
_____
_____

ORFA - One Roll Fits All is an open-source, reduced-set Role Playing Set released to encourage live games with **Skyrealms of Jorune**. "Open Source" means you can revise and shared the game without charge, provided you do not doctor the documents to claim authorship. Please share whatever works you publish with the author at oakandlotus@gmail.com

COUNTERS ISHO	HEALTH
	30
27	29 –
26	28
25	27
24	26
23	25
22	24
21	23
20	22
19	21
18	20
17	19
16	18
15	17
14	16
13	15
12	14
11	13
10	12
9	11
8	10
7	9
6	8
5	7
4	6
3	5
2	4
1	3
0	2
	1
	0

ISHO BOOKKEEPING

- ISHO STAT
- RACIAL MOD. STAT
- MOON POINTS — ISHO X MOD. Distributed into permitted Moons
- COLOR POINTS — ISHO X MOD. For buying Isho Skills and Dyshas
- ISHO POINTS — ISHO X MOD. For using Isho Skills and Dyshas DURING GAME PLAY!

BASIC DYSHA Summary

	Tra Dyshas	Shal Dyshas	Launtra Dyshas	Ebba Dyshas	Du Dyshas	Desti Dyshas	Gobey Dyshas
GOBEY	Shield Implode	Power Orb	Body Shield	Suspension Orb	Power Hold	Penetration Bold	Shield •
DEST	Reflector	Frost Bolt	Stiff	Spinner	Sear	Lighting Blast •	
DU	Inner Eye	Spectral Stun	Night Eyes	Power Orb	Orb of Light •		
EBB A	Floater	Scramble	Shining	Levitate •			
LAUNTRA	Inner Ear	Body Freeze	Healer •				
SHAL	Rummage	Brain Blast •					
TRA	Deflector •						

Additional Dyshas can be found in the ORFA: JORUNE document. Search "SOJ RPG" on archive.org.

ORFA: Jorune

Leave Your World Behind – Again (And take some friends.)

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Languages, Interaction & Cultures

+1 - Exposed | +2 - BasicCommunication | +3 - Literate | +4 - Educated | +5 - Eloquent

ADD	LANGUAGE	RACE
____	Acu	Acubon
____	Abahth	Blount
____	Boru *	Bronth*
____	Chaun-Tse	Crugar / Cygra
____	Cleash **	Cleash
____	Corsh	Corastin, Croid
____	Engl §	Thantier Human
____	Entren §	Human, Muadra, Boccord
____	Gee'bo'ko'ushic	Scarmis
____	Rorch-ko	Ramian
____	Salis	Salu
____	Regios §	Jaspian Human
____	Shanthic	Shantha
____	Thivs	Thivin
____	Hotha	Tologra
____	Triddis	Thriddle
____	Troffa	Trarch
____	Thowtis*	Woffen

* Understood by each other at +1.
** Few races can speak Cleash langauge name. Why bother?
§ Understood by Other Human Languages at at -2. House Languages of Thantier reuire specific understaning of that House Language.

Etiquettes

- ____ Caji
- ____ Cleash
- ____ Diplomatic
- ____ Military
- ____ Shanthic
- ____ Thriddle Madness
- ____ Other _____

ADVENTURER'S NOTES

MAP NOTES